

## **Job Posting:174163 - Position: S26 Software Engineer Co-op (CANADA - Sports Tech ATG - 8 Month - Summer 2026) 174163**

<b>Co-op Work Term Posted:</b>	2026 - Summer
<b>App Deadline</b>	10/14/2025 09:00 AM
<b>Application Method:</b>	Through Employer Website
<b>Posting Goes Live:</b>	10/07/2025 11:41 AM
<b>Job Posting Status:</b>	Approved

### **ORGANIZATION INFORMATION**

<b>Organization</b>	Electronic Arts (EA Canada) Inc.
<b>Country</b>	Canada

### **JOB POSTING INFORMATION**

<b>Placement Term</b>	2026 - Summer
<b>&lt;b&gt; Job Title &lt;/b&gt;</b>	S26 Software Engineer Co-op (CANADA - Sports Tech ATG - 8 Month - Summer 2026) 174163
<b>Position Type</b>	Co-op Position
<b>Job Location</b>	Vancouver, BC
<b>Country</b>	Canada
<b>Duration</b>	8 months
<b>Work Mode</b>	Hybrid
<b>Salary Currency</b>	CAD
<b>Salary</b>	0.0 per hour for 0 Major List
<b>Salary Range \$</b>	\$65,000 - \$70,000
<b>Job Description</b>	

EA SPORTS is one of the leading sports entertainment brands in the world, with top-selling videogame franchises, award-winning interactive technology, fan programs, and cross-platform digital experiences. EA SPORTS creates connected experiences that ignite the emotion of sport through industry-leading sports video games, including Madden NFL football, FIFA soccer, NHL® hockey, and EA SPORTS UFC.

Our Advanced Technology Group is part of the EA SPORTS Technology organization, focusing on identifying and creating new, scalable technologies for game teams. We closely collaborate with game teams, central art teams, and the Frostbite engine team; though the technologies developed can apply to many different engines, environments, and hardware platforms. You will work on our strategic, multi-year projects focused on user-generated experiences, improved creation pipelines and runtime functionality, both internal and player facing, for all EA SPORTS titles.

As a Generalist Software Engineer, you will be a part of the game creation process, including architectural design, implementation, and debugging on multiple platforms - working on complex problems with Designers, Artists and other Engineers in domains including rendering, gameplay, audio, user interface, online, physics, databases, and tools. You will report to the team's manager and work with your peers on developing the game's foundation layer.

#### **Your Responsibilities:**

- You will work on implementation of feature's core logic, game flows, and screens/components.
- You will work on technical solutions covering main areas of game development technologies, game features and optimizations of frame-rate and load-times
- You will provide feedback, guidance and solutions for improvement and optimizations
- You will work with other domain owners to integrate and develop technologies into the game
- You will analyze impact to above mentioned metrics throughout the development cycle

## **Job Requirements**

### **Your Qualifications:**

- You must be available for a full-time paid internship from May 11 - December 18, 2026.
- You must be enrolled in an accredited program in a related field.
- You must be returning to school for at least one semester following your work term with EA.
- Proficiency in integrating and maintaining large-scale systems covering multiple domains
- Understanding of memory management, multithreaded job system and run-time optimization and job-based architectures might come in handy
- Knowledge of assembler, scripting languages (Python, Lua) and C#
- Experience with 3rd party APIs
- Skills debugging complex applications
- Strong understanding of geometry, linear algebra, calculus, and physics as they pertain to transformations and motions in 3D Space
- Bachelor's degree in computer science or related field, or equivalent training and professional experience
- Experience with any of these beneficial, but not required: XBOX and PlayStation platforms; Mobile, PC, or Cloud-based games, graphics libraries such as DirectX, OpenGL, or Metal

### **Resume Information:**

- You must clearly indicate your expected graduation date in your resume to be considered.
- Are you interested in games? Let us know!
- Are you involved in any extra-curricular activities or clubs? We want to hear about them!

We are only considering students who can work in Canada, will be enrolled in an accredited degree program throughout this co-op, and slated to graduate May 2027 or later. You must be legally authorised to work in Canada on a full-time basis during the 8 month term. Visa sponsorship and relocation are not available for this position.

**Citizenship Requirement**                    N/A

## **APPLICATION INFORMATION**

**Application Procedure**                    Through Employer Website

### **Special Application Instructions**

Please click the "I intend to apply to this position" button on SCOPE and also submit your application via the employer's website.

Application Link: [https://jobs.ea.com/en\\_US/careers/JobDetail/Software-Engineer-Co-op-Sports-Tech-ATG/210860](https://jobs.ea.com/en_US/careers/JobDetail/Software-Engineer-Co-op-Sports-Tech-ATG/210860)

Applications are accepted on a rolling basis and the posting may be expired at any time by the employer as submissions are received.

Students should submit their applications as soon as they are ready.