

Job Posting:173044 - Position: W26 Software Engineering - AI Automation Intern 173044

Co-op Work Term Posted:	2026 - Winter
App Deadline	09/18/2025 09:00 AM
Application Method:	Through Employer Website
Posting Goes Live:	09/10/2025 04:01 PM
Job Posting Status:	Approved

ORGANIZATION INFORMATION

Organization	Electronic Arts (EA Canada) Inc.
Country	Canada

JOB POSTING INFORMATION

Placement Term	2026 - Winter
 Job Title 	W26 Software Engineering - AI Automation Intern 173044
Position Type	Co-op Position
Job Location	Various Locations
Country	Canada, USA
Duration	4 months
Work Mode	Hybrid
	To be confirmed
Salary Currency	CAD
Salary	0.0 per hour for 0 Major List
Salary Range \$	* British Columbia (depending on location e.g. Vancouver vs. Victoria) *\$83,000 - \$116,400 CAD
Job Description	

Software Engineering - AI Automation Intern

Location: Vancouver/Florida/Remote

Duration:12 weeks

Electronic Arts is seeking a motivated and innovative Software Engineering Intern to design and develop a tool that will transform how our QA testers generate and manage test cases. This tool will take as input a game design/feature specification document and automatically output comprehensive test cases, which will then be integrated into EA's existing Test Case Management System. This role provides a unique opportunity to work at the intersection of game development, quality engineering, and AI-driven tooling.

Key Responsibilities

- Research and design a system that parses game design and feature specification documents (structured or unstructured).
- Build logic or AI-driven components that generate exhaustive possible test cases covering functional, edge, and negative scenarios.
- Ensure generated test cases follow EA QA standards and align with industry best practices.

- Integrate the tool with EA's existing Test Case Management System (e.g., [insert system name if specific]).
- Collaborate with QA testers and developers to validate tool outputs and refine the generation logic.
- Document the tool's architecture, usage guidelines, and handoff instructions for long-term maintainability.

What You'll Gain

- Hands-on experience building a real-world tool that directly impacts EA's QA efficiency.
- Exposure to both game development pipelines and enterprise QA workflows.
- Mentorship from senior engineers and QA leaders at Electronic Arts.
- A chance to contribute to the next generation of tools that help ship high-quality games loved by millions of players worldwide.

COMPENSATION AND BENEFITS

The ranges listed below are what EA in good faith expects to pay applicants for this role in these locations at the time of this posting. If you reside in a different location, a recruiter will advise on the applicable range and benefits. Pay offered will be determined based on a number of relevant business and candidate factors (e.g. education, qualifications, certifications, experience, skills, geographic location, or business needs).

PAY RANGES

- * British Columbia (depending on location e.g. Vancouver vs. Victoria) *\$83,000 - \$116,400 CAD
- In British Columbia, we offer a package of benefits including vacation (3 weeks per year to start), 10 days per year of sick time, and extended health/dental/vision coverage and basic life insurance.

Job Requirements

Required Qualifications

- Currently pursuing a Bachelor's or Master's degree in Computer Science, Software Engineering, or a related field.
- Strong programming skills in Python, Java, or C# and understanding of AI.
- Familiarity with Natural Language Processing (NLP) or text parsing methods.
- Knowledge of software testing principles and QA processes.
- Experience with databases and APIs for integrating with third-party systems.
- Excellent problem-solving skills and ability to work independently as well as in a collaborative environment.

Preferred Qualifications

- Prior experience with test automation frameworks (e.g., Selenium, Playwright, or JUnit).
- Exposure to AI/ML techniques for text analysis and case generation.
- Knowledge of test case management systems (e.g., TestRail, qTest, Jira, etc.).
- Passion for gaming and understanding of gameplay systems and design documents.

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-Engineering-AI-Automation-Intern/210718

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.