



Unity Technical Artist

Position: Junior/Intermediate Unity Technical Artist

Location: Stellenbosch (Techno Park)

Full time.

Our Business:

We started Inrange® because we saw so much untapped revenue potential in the world's driving ranges. And that's why we set out with one simple mission: to deliver the best possible range experience.

And how do we do that? By creating experiences that allow every type of player to enjoy the game the way they want to play; be it a scratch golfer training with our patented training methodology in Inrange, or a group of friends playing golf for the first time in Inrange+.

Inrange® was founded by a group of highly respected deep space antenna engineers who used their expertise in the world of radar and radio telescopes to develop the most advanced, accurate, and reliable golf tracking system in the world.

We are a fast-growing scaleup with operations in the UK, USA, Europe, Korea, Indonesia, UAE, and South Africa and new installations underway in, Australia, Mexico, and Canada as well as further expansion in the UK, USA, South East Asia and Europe.

The Position:

We are looking for a junior to intermediate Unity Technical Artist to join our Inrange software team.

As a Technical Artist at Inrange, you'll play a key role in bridging the gap between design and development. Your primary focus will be on the implementation of user interface upgrades to the Inrange software, improving the visuals and performance of our Unity-based applications.

You will work closely with designers, software engineers, and product managers to ensure seamless implementation of artistic and technical solutions, making our products visually stunning and performant across Android Tablet and mobile platforms.

Working with the Stellenbosch-based team, you will be a core member of the software team, helping to shape and grow the business.

What you will do:

- **UI Implementation & Optimization**
 - Integrate 2D UI designs and 3D FX into Unity, ensuring smooth interaction and functionality.
 - Implement & build assets, pop-ups, menus, animations, and basic effects.
 - Ensure UI elements are performance-friendly and responsive across different platforms and devices
- **Tool Creation & Maintenance**
 - Develop and maintain tools to streamline the UI asset creation and implementation pipeline.
 - Maintain existing tools and troubleshoot issues reported by the product, support and software teams.
- **Bridge Product & Development**
 - Act as a technical liaison between design and software, ensuring clear communication and effective solutions.
 - Work within an agile development framework, participating in sprints and contributing to team goals.
 - Provide technical guidance to the product team regarding Unity constraints and best practices.
 - Collaborate with designers to ensure gameplay mechanics & implementation align with design vision and specifications.
 - Maintain tasks and project updates using relevant project management tools.
- **Continuous Learning**
 - Stay up-to-date with industry trends, tools, and best practices in Unity.
 - Share new knowledge with the team to improve workflows and innovation.
- **Technical Documentation**
 - Document all tools, pipelines, and processes for team use and future onboarding purposes.
 - Maintain clear asset guidelines for the design team.
 - Manage project structure and version control.

3 reasons to love this role:

- **★ Your work will have a direct impact on product performance and player experience.** You'll contribute to creating immersive and visually compelling golf experiences.
- **★ A fast-paced, learning-rich environment.** You will work with experienced developers and designers, gaining hands-on experience in real-time rendering and game optimisation.
- **★ Growth opportunities.** As we scale, you will have the chance to take on bigger responsibilities and contribute to defining our technical art pipeline.

You should join us if:

- You are passionate about building stunning and user-friendly products.
- You are a self-starter who is not scared to do some heavy lifting and take ownership.
- You have empathy for customer needs, but can also consider technical constraints and business goals.
- You have an interest in sports and a basic understanding of golf.

You will need:

- Basic proficiency in building user interfaces and menus in Unity.
- Basic scripting knowledge (C#) to develop tools and automate workflows.
- Familiarity with asset pipelines, including textures, materials, and animations.
- Understanding of performance profiling and optimisation techniques in Unity.
- Strong problem-solving skills and the ability to work collaboratively with developers and artists.
- A portfolio showcasing design and technical art skills.
- To be excited by our mission, making golf a game for everyone.
- To be based in South Africa and able to commute to our Stellenbosch office.

What you will get in return:

- Competitive package based on experience.
- 25 days annual leave (plus public holidays)
- All the team perks including team kit, snacks, and socials
- Flexible working, split your time between home and our vibrant Stellenbosch office, recommended 3/2 split in office.
- Personal development budget, to help you grow

Once we receive your application, we will strive to review it within a few days. If you meet the minimum requirements, we may contact you to set up a first interview.

Please submit your CV and portfolio link to wkerr@inrangegolf.com