

Role: Junior UX/UI Designer & QA Tester

Location: Remote (South Africa preferred)

Type: Full-time

About the Role

We're looking for a UX/UI Designer & QA person to join a small, focused product team building thoughtful, human-centred technology.

This is a hybrid, hands-on role combining UI design, testing, and ticket creation. You'll help design screens and flows, test everything we ship, and turn what you see into clear, practical tickets that keep work moving.

It's a great role for someone early in their career (1-3 years experience) who enjoys both designing and making sure things actually work well. It's a great way to gain more experience in product management cycles.

What You'll Do

UX / UI Design

Your design focus is practical and build-aligned.

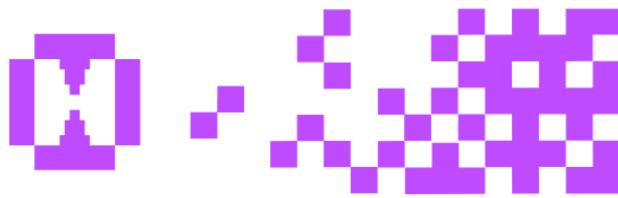
You'll:

- Design and manage UI components, screens, and flows
- Support app and web interface design
- Create low- to mid-fidelity prototypes
- Refine layouts, spacing, hierarchy, and visual clarity
- Help maintain visual and interaction consistency across the product

You'll work closely with engineers and design alongside what's being built.



THE HACKING GAMES



Product Quality & QA Testing

You'll help ensure what we ship feels solid and polished.

You'll:

- Test all development work once engineers are done
- Identify bugs, regressions, and usability issues
- Reproduce issues clearly
- Capture screenshots or short videos where helpful
- Re-test fixes once implemented
- Keep lightweight test notes (nothing heavy or bureaucratic)

You're the final quality check before things go out.

Tickets & Flow

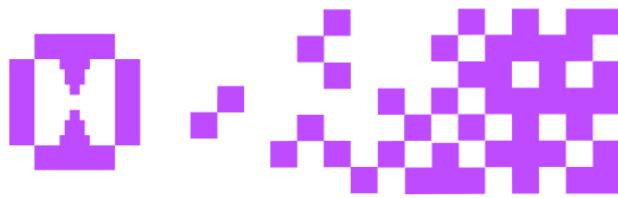
You'll help keep the ticket board clear and usable.

You'll:

- Create tickets for bugs, UI fixes, and polish tasks
- Write clear, practical tickets with context and steps
- Group related issues logically
- Keep ticket statuses up to date
- Flag blockers or stuck items early
- Make sure priorities set by the Product Lead are clearly reflected and progressing

You don't decide priorities – you help make sure they move smoothly.

This should take up a smaller part of the day for morning sprints and the rest of the day will be spent in Figma managing components and tweaking screens when new features are proposed.



What This Role Isn't

- Product strategy or roadmap ownership
- Engineering architecture or backend work
- Running ceremonies or managing stakeholders
- Heavy process or documentation

This role is about design execution, quality, and follow-through.

You'll Enjoy This Role If You

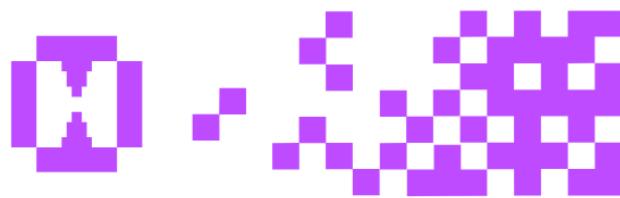
- Like designing interfaces and testing them
- Have a good eye for when something feels "off"
- Enjoy bringing order to messy boards
- Care about detail without overthinking
- Like clear direction and autonomy
- Are comfortable asking questions and flagging issues
- Enjoy working closely with engineers

Skills We're Looking For

- UX/UI design experience (web or app)
- Strong UI sensibility and visual judgement
- Comfortable with Figma Component Management and prototyping
- Manual QA / testing experience (formal or informal)
- Ability to write clear, useful tickets
- Basic frontend understanding (HTML/CSS helpful)
- Confidence working with developers

Nice to Have

- Startup or SaaS experience
- Familiarity with GitLab or Jira
- Exposure to component libraries or design systems
- Mobile app design experience
- Interest in usability and product quality



Why This Role Matters

This role helps ensure:

- the product feels intentional, not rushed
- small issues don't pile up
- design and engineering stay aligned
- quality stays high as things move fast

You'll have real impact on how the product looks, feels, and ships.

To apply for this role, please email the address below and tell us why you'd be a great fit.

Good luck and we hope to see you soon!

Kind regards,

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