

Karena Mistry

UX Designer / Product Designer

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Work

Superna UX/UI Designer

April 2023 - February 2026 / Ottawa

- Led the redesign of Superna's flagship product, Data Security Edition, reducing false-positive investigation time by 57% and time to understand a threat by 92%.
- Partnered with PMs to interview security administrators. Synthesized findings into an investigation journey from alert to recovery, aligning the team around a shared view of the investigation workflow and helping define product requirements.
- Built an AI-assisted React/Next.js prototyping tool that let the team test production workflows, beta features, and experimental concepts with different audiences.
- Presented interactive prototypes and design rationale to leadership and cross-functional teams, aligning stakeholders around product direction.
- Built and documented reusable patterns within Hyperion, a 240+ component design system supporting both Superna and Dell branding, collaborating with Dell's design team on components, typography, colour, and dark/light modes.

Meerby Product Designer

January 2022 - March 2023 / Ottawa

- Sole product designer across two retail products, redesigning the existing Beacons experience and designing the new Expedite product from 0→1.
- Beacons: Proposed and led a user-centred research initiative with Canadian Tire employees, using the findings to guide a shipped redesign that reduced unresolved customer requests by 44%.
- Expedite: Designed and shipped end-to-end mobile workflows across sales, picking, loading, cash, and management roles, taking the product from early concepts through launch at Canadian Tire.
- Interviewed and tested designs in person with 26+ Canadian Tire employees across both products, using research to evaluate approaches, map operational workflows, and guide product decisions.
- Worked closely with engineering to balance user needs with technical constraints, identify edge cases across complex workflows, and iterate on solutions.

Stocate UX/UI Designer

July 2021 - December 2021 / Montreal

- Turned 180+ pieces of customer feedback into shipped product improvements, creating and prioritizing tickets, designing solutions, and working with developers through implementation.
- Conducted user interviews and bi-weekly usability testing, refining onboarding, shopping and discovery workflows.

Stocate UX/UI Intern

April 2021 - June 2021 / Montreal

Multiple Companies Freelance Graphic Designer

April 2020 - February 2021 / Toronto

- Developed content strategies and managed social media across five retail brands, alongside websites and marketing collateral for retail, restaurant, and small-business clients.

York U Printing Services Graphic Designer

September 2017 - December 2018 / Toronto

- Produced print-ready business cards, brochures, posters, books, and marketing materials for university clients, developing a strong foundation in typography, layout, and print production.

Education

York University

BA Design (Honours)

2021

Independent Study

IxDF, 2025

Human-Computer Interaction

Webdevsimplified, 2024

JavaScript Simplified

Emil Kowalski, 2023

Animations on the Web

Currently learning from Josh Puckett's Interface Craft

Current Toolkit

Design

Figma + Mobbin

Code

Cursor + Next.js

Motion

Motion.dev + DialKit

Image

Midjourney • FLUX(1)