

Karena Mistry

Product Designer

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(613) 614-6674

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

GPT 5.5 + Figma MCP

Code

Cursor + Next.js

Writing

Sonnet 5

Image

Midjourney • FLUX(1)

Motion

Motion.dev + DialKit

Currently trying out Paper & Mobbin MCP.

Work

Superna UX/UI Designer

April 2023 - February 2026 / Ottawa

- Turned a fragmented enterprise cybersecurity experience into one customers trusted and sales teams were proud to demo.
- Led user research with security administrators to uncover where investigations broke down, simplifying complex enterprise workflows through research insights.
- Built AI-assisted Next.js prototypes to validate complex interactions before development.
- Evolved and scaled the product design system, creating reusable components and patterns that improved consistency across the platform while supporting Superna's Dell OEM partnership.
- Presented interactive prototypes to company leadership, aligning cross-functional teams around product direction before implementation.

Meerby Product Designer

January 2022 - March 2023 / Ottawa

- As the sole designer, I worked with retail employees at Canadian Tire to redesign complex fulfillment workflows, creating a stronger foundation for the platform as it expanded to new retailers.
- Proposed and conducted a user-centred research initiative to guide product decisions before the platform scaled, making sure the product reflected the needs of retail employees.
- Mapped end-to-end employee workflows across multiple retail roles, turning complex in-store processes into intuitive mobile experiences for employees with varying levels of technical experience.

Stocate UX/UI Designer

July 2021 - December 2021 / Montreal

- Helped establish the product foundations for an early-stage sustainability startup by translating user feedback into product improvements.
- Created product goals, prioritized and implemented over 180 pieces of customer feedback.
- Conducted user interviews and bi-weekly usability testing to uncover user needs and continuously refine core mobile experiences.

Stocate UX/UI Intern

April 2021 - June 2021 / Montreal

Multiple Companies Freelance Graphic Designer

April 2020 - February 2021 / Toronto

- Designed logos, websites, print collateral, and social media posts for retailers, restaurants, and other small businesses. Developed content strategies and managed social media across five retail brands.

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. Developed a strong foundation in typography, layout, and print production.