Karena Mistry

A Canadian product designer creating thoughtful, intuitive digital experiences.

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Professional Experience

Superna, UX/UI Designer

April 2023 to February 2026 · Ottawa

- Led the redesign of Data Security Edition, an enterprise cybersecurity platform, reducing false-positive investigation time by **57%** and time to understand a threat by **92%**.
- Simplified security workflows by streamlining threat actions, clarifying severity indicators, and reorganizing poorly documented settings and system states.
- Designed and tested an **AI-powered threat confidence indicator** to help security analysts assess risk and prioritize investigations.
- Collaborated with product managers on user research and feature requirements. Presented research findings, design rationale and prototypes to leadership and cross-functional teams to inform product direction.
- Built an **AI-assisted React/Next.js prototyping system** that improved alignment across design, product, and engineering by supporting production, upcoming, and experimental concepts.
- Built and documented Hyperion, a **240+ component design system**. Collaborated with Dell's design team on components, branding, and visual consistency.

Meerby, Product Designer

January 2022 to March 2023 · Ottawa

- Owned end-to-end design for two retail operations products as the **sole product designer**: redesigned Beacons and designed Expedite **from 0 to 1**.
- Initiated interviews and usability testing with **26+ Canadian Tire employees**, using findings to guide a Beacons redesign that reduced unresolved customer requests by **44%**.
- Designed interconnected workflows for retail employees with overlapping and changing responsibilities, helping teams coordinate tasks across sales, picking, loading, and management roles.
- Worked closely with engineers through implementation, resolving missing states and technical limitations, testing builds in **TestFlight**, and refining designs before release.

Stocate, UX/UI Designer

July 2021 to December 2021 · Montreal

- Turned **180+ customer feedback items** into shipped product improvements, working with engineers from design through implementation.
- Conducted user interviews and biweekly usability testing to identify and address issues across onboarding, shopping, and product discovery.

Stocate, UX/UI Intern

April 2021 to June 2021 · Montreal

Multiple Clients, Freelance Graphic Designer

April 2020 to February 2021 · Toronto

- Designed websites, social media content, and marketing materials for restaurant, and small-business clients.

York University Printing Services, Graphic Designer

September 2017 to December 2018 · Toronto

- Produced print and digital materials with an emphasis on typography, layout, and visual communication.

Education

York University, BA Design (Honours) · 2021

Independent Study

Interface Craft, Josh Puckett · 2026

Human-Computer Interaction, Interaction Design Foundation · 2025

JavaScript Simplified, Web Dev Simplified · 2024

Animations on the Web, Emil Kowalski · 2023

Skills & Toolkit

UX & Product Design: Problem framing · User research · Usability testing · Interaction design · Visual design · Information architecture · Complex workflow design · Systems thinking · Design systems · Rapid prototyping

Design & Collaboration: Figma · Adobe Creative Suite · Jira · Slack · FigJam · Motion

Code & AI: Cursor · Claude · Codex · React · Next.js · JavaScript · HTML/CSS · GitHub · Vercel