Team B6 Chimera

Aihemaiti (gulsum) - UI design

Collecting and visualizing performance metrics for the Chimera cluster. so users can understand system and GPU activity more easily.

My role was UI Design. I worked on the website layout and navigation

Pushed the website to github

Uploaded on CS server

Sidebar Menu

- Added the sidebar menu

- Organized the page into sections: Overview, Metrics, Documentation, and Team Members

- Made the navigation easier to use by keeping the menu visible on the side

https://www.cs.umb.edu/~hdeblois/cs410/longproj02/t6/

How interface design affects usability and user experience.