Dayshawn Offutt Losovoj

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Full Stack Engineer

Analytical Frontend Architect with expertise in JavaScript frameworks and full-stack development. I have a proven track record in architecting complex Vue applications and leading migrations from legacy systems. Skilled in establishing code standards, mentoring teams, and building scalable libraries, I am proficient in React, Angular, Node.js, and Python. My strong problem-solving skills help me design user-focused applications, and I am passionate about implementing end-to-end product features in cross-functional environments.

Areas of Expertise / Skills

- Frontend Architecture
- Legacy System Migration
- Codebase Standardization
- GitHub Actions, CI/CD

- UI/UX Implementation
- Full Stack Development
- Cloud Services: AWS, Vercel
- Unit Testing, E2E Automation Test

- Pinia, Vuex, Redux, RxJs
- Node, Docker, Redis, SQL
- Typescript, Nuxt, Tailwind
- Vue, Angular, React, Python

Career Experience

Virtual Peaker, Software Engineer, Vue Project Lead/Architect | Remote, Germany   **November 2021 – July 2025**

As an architect and lead of complex frontend applications using Vue.js, I collaborate directly with other senior engineers on projects. I mentor junior developers and interns to align with team needs. A key aspect of my role is establishing and enforcing codebase standards, ensuring the highest quality of code across multiple applications with micro-frontend/module-based architectures. I spearhead the migration of legacy systems from AngularJS to Vue, providing seamless transitions with minimal disruption while achieving feature parity and implementing new design specifications as they become available. I design and implement comprehensive testing protocols for Vue web components and JavaScript modules to ensure robustness and reliability. I collaborate with stakeholders to integrate interfaces for managing physical devices within distributed energy resource management systems (DERMS) and design systems. I maintain internal component libraries and codebase documentation to enhance development efficiency and productivity.

Key Achievements:
- Designed and implemented libraries that accelerated development time for new features.
- Established all frontend testing protocols that reduced regression bugs by streamlining QA processes.
- Spearheaded migration of all applications from AngularJS to Vue, resulting in critical performance enhancements.
- Maintained design system implementations and overall styling architecture for ease of future integrations (Figma to Product)
- Streamlined Code review workflows by standardizing changelog documentation, expediting QA processes, and regression testing
- Created robust interfaces for DERMS (Distributed Energy Resource Management Systems) that enhanced user control of physical devices.
- https://www.kentuckianaworks.org/news/codelou-2022 (Developer Advocacy and conference with the City Mayor 2022)

Virtual Peaker, Junior Software Engineer | Louisville, Kentucky, USA   **December 2020 – November 2021**

Developed full-stack applications following clean code principles. Implemented frontend solutions using Vue.js and VUEX for state management. Collaborated with senior engineers to establish coding standards and best practices. Created and executed comprehensive unit and regression tests to ensure application reliability. Participated in framework conversions and architectural decisions. Contributed to backend development by creating API endpoints, SQL queries, and database testing using Mocha.

Key Achievements:
- Developed comprehensive test suites that enhanced application stability and reliability.
- Implemented clean code principles that improved maintainability across multiple projects.
- Implemented the company's first front-end Documentation using VuePress for our internal component libraries.
- https://virtual-peaker.com/blog/team-qa-shawn-offutt-software-developer/ (Team Q&A Blog)

Virtual Peaker, Intern Software Engineer | Louisville, Kentucky, USA   **September 2020 – December 2020**

Participated in code reviews and learned industry best practices. Collaborated with senior developers on feature implementation and bug fixes in both client-facing and internal applications. Gained experience with full-stack development workflows and Device integrations.

Key Achievements:
- Implemented the company's first front-end unit testing using Jest + VueTestUtils.
- Led minor projects, conducted research and development for legacy code migration planning.

Freelancing, Software Developer / Consultant | Remote, USA   **April 2017 – October 2019**

Designed intuitive user interfaces and experiences for web applications using Adobe XD + Photoshop. Consulted on projects for gaming and modding communities. Developed digital assets and technical solutions to enhance user engagement. Mentored junior developers in UI/UX principles and implementation techniques.

Projects

Reise - Armaturenbrett (Nuxt.js + TypeScript + SqlLite) | GitHub | https://reisen-dashboard.vercel.app   **September - present**

Full-stack Dashboard application for logging your travels with MapLibre integration, User Authentication, tailwind, and SSR enhancements

Vögel in unseren Wäldern - Web-Book (Vue + TypeScript) | GitHub | https://lone-do.github.io/project-vogel   **August - present**

Interactive replica of a children's book, in web app form. Fun showcasing of Responsive design.

Angular Ecommerce - (Angular 14 + FakeApi) | GitHub | https://lone-do.github.io/ecommerce-angular   **August 2025**

Mock E-commerce app with responsive design, Unit test, and Angular Guards. Migrated from Angular 13 to 14.

Angular Todo App - (Angular 20 + RxJs) | GitHub | https://lone-do.github.io/todo-angular/   **July 2025**

CRUD application, Testing Angular fundamentals with a mock API for generic data.

Zenless Zone Zero - Store UI (Vue + Typescript) | GitHub **|** https://lone-do.github.io/project-zzz   **May 2025**

Interactive video store interface, recreated from the video game "Zenless Zone Zero". Showcasing my abilities to build any UI from scratch or with a design spec.

Portfolio Website - 2020 (React.js + Material UI) | GitHub**|** https://lone-do.github.io   **May 2020**

Interactive portfolio showcasing accrued projects over the years, featuring creative UI/UX design and Mobile First methodologies.

Animal Crossing Tunes (React.js + Typescript) | GitHub | https://lone-do.github.io/project-ac   **December 2016**

A Music Player that utilizes the user's local time and geolocation for weather that syncs the tune dynamically.

Education

Code Louisville/Code: You: Government-funded Trade School (Programming)   **2016 - 2020**

Web Development fundamentals, Full Stack JavaScript, Python, C#, UI/UX.
https://www.linkedin.com/posts/kentuckiana-works_tech-job-training-activity-6769728641044619264-9w5I

Free Code Camp   **2019**

JavaScript Algorithms and Data Structures Certification

Certifications

Code: You - UX Design   **December 2020**

Learned the fundamentals of UX, from ideation to research and analysis, to creating designs and interviewing clients, to confirm biases and identify potential pain points in a product. For my project, I built mockup designs of a "Looking For Group" feature for Discord that would help users organize with each other more easily.

Code: You - C#   **August 2020**

Built a Blazor application for browsing r/photoshopBattles

Code: You - Python   **August 2020**

Built a Reddit Console Client for browsing the entirety of Reddit in the terminal

Free Code Camp - JavaScript Algorithms and Data Structures   **October 2019**

Asurion - Apple Certified iOS Technician (ACiT) 2017   **July 2018**

Code: You - Full-stack JavaScript Development   **December 2016**

Code: You - Front-end Web Development   **April 2016**