

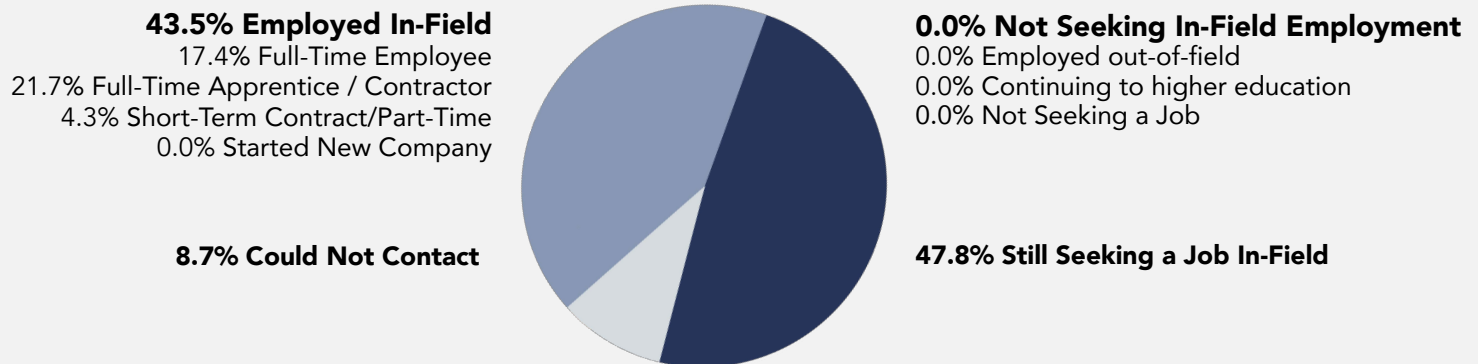
Graduates Included in Report: **23**

How many students graduated on-time? **57.1%**

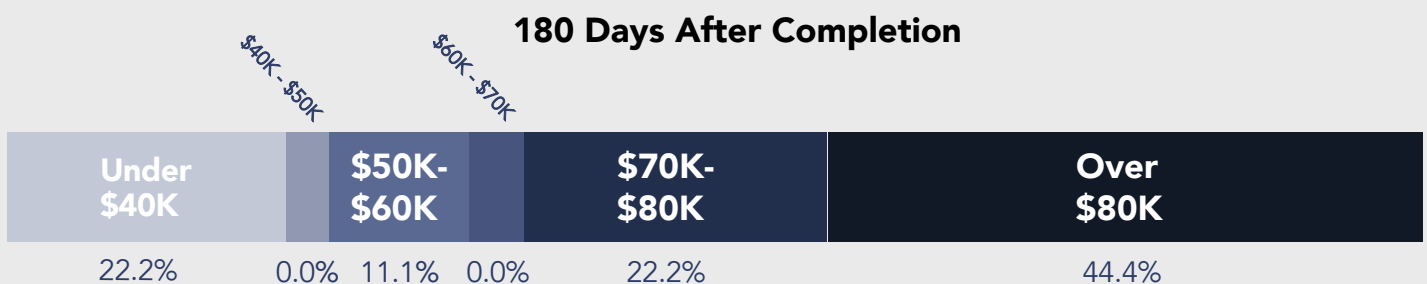
How many students graduated within 150% of program length? **68.6%**

What were the employment results for graduates?

**180 Days After Completion**



What median pay rate do graduates earn? **\$62,750**



What percentage of job obtainers reported salaries?

**81.8%**

What were the most frequent job titles for graduates?

- 50.0%** Software Engineer
- 16.7%** Software Developer
- 8.3%** Full-Stack Engineer
- 8.3%** Technical Support Engineer
- 8.3%** Software Development Engineer



# Epicodus Seattle

## Full-Stack Web Development

### CIRR Outcomes Report

#### H2 2020

Report Information		
School Name	Epicodus	
Campus Location	Seattle	
Program Name	Full-Stack Web Development	
Reporting Period	7/1/2020	12/31/2020
Published Course Length (in days, including weekends and holidays)	207	
Graduates Included in Report	23	
Graduation Requirements		
* Pass all courses in student's track * Maintain attendance above 80% * Complete a final project * Prepare resume, cover letter, LinkedIn, and GitHub profiles to the required standards * Participate in the internship program		
Graduation Data		
How many students graduate within 100% of published program length (on-time)?	<b>57.1%</b>	
How many students graduate within 150% of published program length	68.6%	
Job Seekers		
How many students intended to seek in-field employment within 180 days of graduating?	92.0%	
How many students did not intend to seek in-field employment (returning to previous employer, no work authorization, continuing to further education, or self-enrichment)?	8.0%	
Employment Results		
	<b>90 days</b>	<b>180 days</b>
<b>1. Employed in-field</b>	<b>21.7%</b>	<b>43.5%</b>
1A. Full-time employee (30+ hours/week, 6+ months)	0.0%	17.4%
1B. Full-time apprenticeship, internship, or contract position (30+ hours/week, 3-6 months)	21.7%	21.7%
1C. Short-term contract, part-time position, freelance, or unknown length	0.0%	4.3%
1D. Started a new company or venture after graduation	0.0%	0.0%
<b>2. Not seeking in-field employment</b>	<b>0.0%</b>	<b>0.0%</b>
2A. Employed out-of-field	0.0%	0.0%
2B. Continuing to higher education	0.0%	0.0%
2C. Not seeking a job for health, family, or personal reasons	0.0%	0.0%
<b>3. Still seeking a job in-field</b>	<b>69.6%</b>	<b>47.8%</b>
<b>4. Could not contact</b>	<b>8.7%</b>	<b>8.7%</b>
<b>Hired by School</b>	<b>0.0%</b>	<b>0.0%</b>
<b>Median Annual Base Salary</b>	<b>\$42,640</b>	<b>\$62,750</b>
Under \$40,000	50.0%	22.2%
\$40,000-\$50,000	0.0%	0.0%
\$50,000-\$60,000	25.0%	11.1%
\$60,000-\$70,000	0.0%	0.0%
\$70,000-\$80,000	0.0%	22.2%
Over \$80,000	25.0%	44.4%
Percentage of job obtainers who reported salaries	80.0%	81.8%
What were the most frequent job titles for graduates?		
Software Engineer	50.0%	
Software Developer	16.7%	
Full-Stack Engineer	8.3%	
Technical Support Engineer	8.3%	
Soware Development Engineer	8.3%	
<i>The pink boxes represent the "canonical" number, which must be the most prominent number a school uses in its advertising.</i>		
<b>* Job placement was slowed by COVID-restrictions during H2 2020.</b>		