

Hack Reactor Remote Part-Time Software Engineering Immersive

CIRR Outcomes Report

H1 2019

Graduates Included in Report: **45**

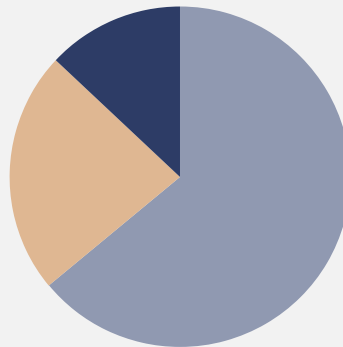
How many students graduated on-time? **75.6%**

How many students graduated within 150% of program length? **97.8%**

What were the employment results for graduates?

180 Days After Completion

64.4% Employed In-Field
42.2% Full-Time Employee
0.0% Full-Time Apprentice / Contractor
13.3% Short-Term Contract / Part-Time
8.9% Started New Company



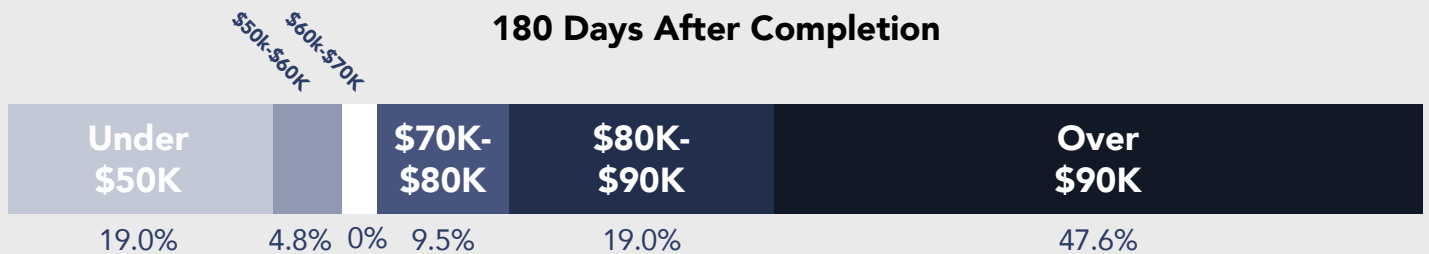
22.2% Not Seeking In-Field Employment
6.7% Employed out-of-field
2.2% Continuing to higher education
13.3% Not Seeking a Job

0.0% Could Not Contact

13.3% Still Seeking a Job In-Field

What median pay rate do graduates earn? **\$87,950**

180 Days After Completion



What percentage of job obtainers reported salaries?

100.0%

What were the most frequent job titles for graduates?

37.9% Software Engineer

13.8% Software Engineering Immersive Resident

10.3% Software Developer

6.9% Full-Stack Engineer

3.4% Project Manager



Hack Reactor Remote Part-Time

Software Engineering Immersive

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Report Information		
School Name	Hack Reactor	
Campus Location	Remote Part-Time	
Program Name	Software Engineering Immersive	
Reporting Period	1/1/2019	6/30/2019
Published Course Length (in days, including weekends and holidays)	264	
Graduates Included in Report	45	
Graduation Requirements		
* Technical Competency: Students are required to meet and maintain technical competency standards. * Career Services: Students are required to complete all career services assigned modules including; resume and online profile, conducting mock interviews and phone screens with Galvanize staff. * Delivery of Capstone Project approved by Lead Instructor.		
Graduation Data		
How many students graduate within 100% of published program length (on-time)?	75.6%	
How many students graduate within 150% of published program length	97.8%	
Job Seekers		
How many students intended to seek in-field employment within 180 days of graduating?	100.0%	
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)?	0.0%	
Employment Results		
	90 days	180 days
1. Employed in-field	55.6%	64.4%
1A. Full-time employee (30+ hours/week, 6+ months)	33.3%	42.2%
1B. Full-time apprenticeship, internship, or contract position (30+ hours/week, 3-6 months)	0.0%	0.0%
1C. Short-term contract, part-time position, freelance, or unknown length	13.3%	13.3%
1D. Started a new company or venture after graduation	8.9%	8.9%
2. Not seeking in-field employment	22.2%	22.2%
2A. Employed out-of-field	6.7%	6.7%
2B. Continuing to higher education	2.2%	2.2%
2C. Not seeking a job for health, family, or personal reasons	13.3%	13.3%
3. Still seeking a job in-field	22.2%	13.3%
4. Could not contact	0.0%	0.0%
Hired by School	11.1%	11.1%
What is the median annual base salary of graduates?	\$87,125	\$87,950
Under \$50,000	22.2%	19.0%
\$50,000-\$60,000	5.6%	4.8%
\$60,000-\$70,000	0.0%	0.0%
\$70,000-\$80,000	11.1%	9.5%
\$80,000-\$90,000	16.7%	19.0%
Over \$90,000	44.4%	47.6%
Percentage of job obtainers who reported salaries	100.0%	100.0%
What were the most frequent job titles for graduates?		
Software Engineer	37.9%	
Software Engineering Immersive Resident	13.8%	
Software Developer	10.3%	
Full-Stack Engineer	6.9%	
Project Manager	3.4%	
The pink boxes represent the "canonical" number, which must be the most prominent number a school uses in its advertising.		