

# Hack Reactor Los Angeles Software Engineering Immersive

CIRR Outcomes Report  
H1 2019

Graduates Included in Report: **39**

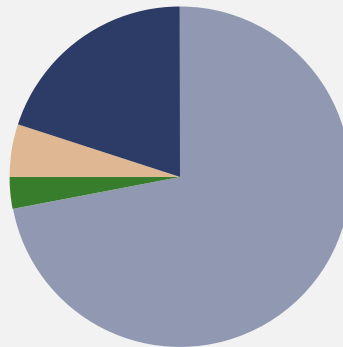
How many students graduated on-time? **50.0%**

How many students graduated within 150% of program length? **70.0%**

What were the employment results for graduates?

## 180 Days After Completion

**71.8% Employed In-Field**  
56.4% Full-Time Employee  
2.6% Full-Time Apprentice / Contractor  
12.8% Short-Term Contract / Part-Time  
0.0% Started New Company



**5.1% Not Seeking In-Field Employment**  
2.6% Employed out-of-field  
0.0% Continuing to higher education  
2.6% Not Seeking a Job

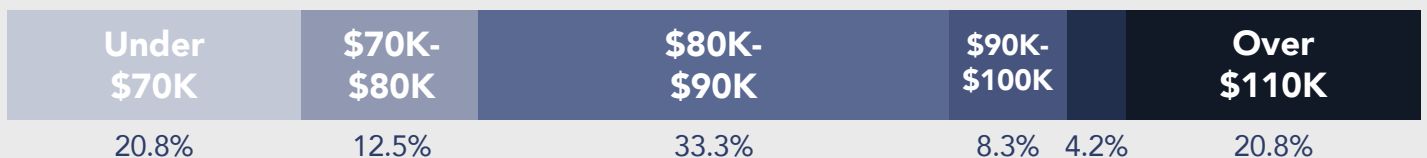
**2.6% Could Not Contact**

**20.5% Still Seeking a Job In-Field**

What median pay rate do graduates earn? **\$85,000**

## 180 Days After Completion

*\$100K-\$110K*



What percentage of job obtainers reported salaries?

**100.0%**

What were the most frequent job titles for graduates?

**35.7%** Software Engineer

**21.4%** Full-Stack Engineer

**10.7%** Software Engineering Immersive Resident

**10.7%** Software Developer

**3.6%** Software Engineer Intern



# Hack Reactor Los Angeles

## Software Engineering Immersive

### CIRR Outcomes Report H1 2019

Report Information		
School Name	Hack Reactor	
Campus Location	Los Angeles, CA	
Program Name	Software Engineering Immersive	
Reporting Period	1/1/2019	6/30/2019
Published Course Length (in days, including weekends and holidays)	91	
Graduates Included in Report	39	
Graduation Requirements		
<p>* Technical Competency: Students are required to meet and maintain technical competency standards.</p> <p>* 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.</p> <p>* Delivery of Capstone Project approved by Lead Instructor.</p>		
Graduation Data		
How many students graduate within 100% of published program length (on-time)?	50.0%	
How many students graduate within 150% of published program length	70.0%	
Job Seekers		
How many students intended to seek in-field employment within 180 days of graduating?	100.00%	
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)?	0.00%	
Employment Results		
	90 days	180 days
<b>1. Employed in-field</b>	<b>33.3%</b>	<b>71.8%</b>
1A. Full-time employee (30+ hours/week, 6+ months)	17.9%	56.4%
1B. Full-time apprenticeship, internship, or contract position (30+ hours/week, 3-6 months)	2.6%	2.6%
1C. Short-term contract, part-time position, freelance, or unknown length	12.8%	12.8%
1D. Started a new company or venture after graduation	0.0%	0.0%
<b>2. Not seeking in-field employment</b>	<b>5.1%</b>	<b>5.1%</b>
2A. Employed out-of-field	2.6%	2.6%
2B. Continuing to higher education	0.0%	0.0%
2C. Not seeking a job for health, family, or personal reasons	2.6%	2.6%
<b>3. Still seeking a job in-field</b>	<b>59.0%</b>	<b>20.5%</b>
<b>4. Could not contact</b>	<b>2.6%</b>	<b>2.6%</b>
<b>Hired by School</b>	<b>7.7%</b>	<b>7.7%</b>
<b>What is the median annual base salary of graduates?</b>	<b>\$80,000</b>	<b>\$85,000</b>
Under \$70,000	33.3%	20.8%
\$70,000-\$80,000	11.1%	12.5%
\$80,000-\$90,000	22.2%	33.3%
\$90,000-\$100,000	22.2%	8.3%
\$100,000-\$110,000	0.0%	4.2%
Over \$110,000	11.1%	20.8%
Percentage of job obtainers who reported salaries	69.2%	100.0%
What were the most frequent job titles for graduates?		
Software Engineer	35.7%	
Full-Stack Engineer	21.4%	
Software Engineering Immersive Resident	10.7%	
Software Developer	10.7%	
Software Engineer Intern	3.6%	
<p><i>The pink boxes represent the "canonical" number, which must be the most prominent number a school uses in its advertising.</i></p>		