

Hack Reactor Austin Software Engineering Immersive

CIRR Outcomes Report

H1 2019

Graduates Included in Report: **32**

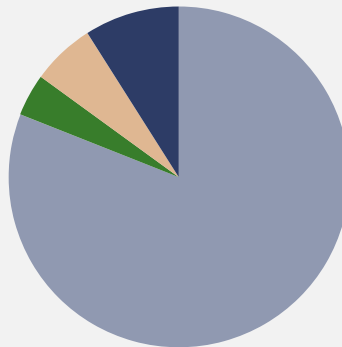
How many students graduated on-time? **69.7%**

How many students graduated within 150% of program length? **93.9%**

What were the employment results for graduates?

180 Days After Completion

81.3% Employed In-Field
62.5% Full-Time Employee
3.1% Full-Time Apprentice / Contractor
15.6% Short-Term Contract / Part-Time
0.0% Started New Company



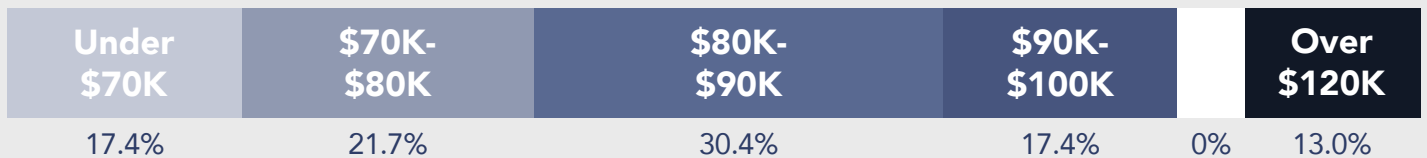
6.3% Not Seeking In-Field Employment
3.1% Employed out-of-field
0.0% Continuing to higher education
3.1% Not Seeking a Job

3.1% Could Not Contact

9.4% Still Seeking a Job In-Field

What median pay rate do graduates earn? **\$84,240**

180 Days After Completion



What percentage of job obtainers reported salaries?

100.0%

What were the most frequent job titles for graduates?

37.0% Software Engineer

14.8% Software Engineering Immersice Resident

11.1% Software Developer

11.1% Front-End Engineer

11.1% Full-Stack Engineer

Hack Reactor Austin

Software Engineering Immersive
CIRR Outcomes Report H1 2019

Report Information		
School Name	Hack Reactor	
Campus Location	Austin	
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	32	
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)?	69.7%	
How many students graduate within 150% of published program length	93.9%	
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	59.4%	81.3%
1A. Full-time employee (30+ hours/week, 6+ months)	43.8%	62.5%
1B. Full-time apprenticeship, internship, or contract position (30+ hours/week, 3-6 months)	3.1%	3.1%
1C. Short-term contract, part-time position, freelance, or unknown length	12.5%	15.6%
1D. Started a new company or venture after graduation	0.0%	0.0%
2. Not seeking in-field employment	3.1%	6.3%
2A. Employed out-of-field	0.0%	3.1%
2B. Continuing to higher education	0.0%	0.0%
2C. Not seeking a job for health, family, or personal reasons	3.1%	3.1%
3. Still seeking a job in-field	34.4%	9.4%
4. Could not contact	3.1%	3.1%
Hired by School		
	12.5%	12.5%
What is the median annual base salary of graduates?	\$84,240	\$84,240
Under \$70,000	13.3%	17.4%
\$70,000-\$80,000	20.0%	21.7%
\$80,000-\$90,000	40.0%	30.4%
\$90,000-\$100,000	6.7%	17.4%
\$100,000-\$110,000	0.0%	0.0%
Over \$110,000	20.0%	13.0%
Percentage of job obtainers who reported salaries	88.2%	100.0%
What were the most frequent job titles for graduates?		
Software Engineer	37.0%	
Software Engineering Immersive Resident	14.8%	
Software Developer	11.1%	
Front-End Engineer	11.1%	
Full-Stack Engineer	11.1%	
<i>The pink boxes represent the "canonical" number, which must be the most prominent number a school uses in its advertising.</i>		