

The Software Guild Minneapolis

CIRR Outcomes Report

H1 2018

Graduates Included in Report: **24**

How many students graduated on-time? **40.5%**

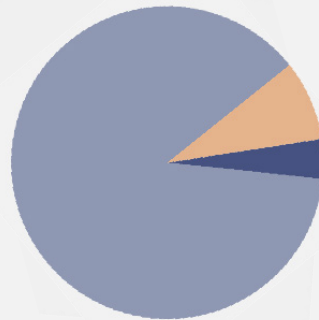
How many students graduated within 150% of program length? **59.5%**

What were the employment results for graduates?

180 Days After Completion

87.6% Employed In-Field
 79.2% Full-Time Employee
 0.0% Full-Time Apprentice / Contractor
 0.0% Hired by School In-Field
 4.2% Started New Company
 4.2% Short-Term Contract

0.0% Non-Reporting



8.3% Not Employed
 8.3% Still Seeking a Job (In-Field)
 0.0% Not Seeking a Job

4.1% Employed Out-Of-Field
 0.0% Hired by School Out-Of-Field
 4.1% Hired Out-Of-Field

What median pay rate do graduates earn? **\$60,000**

180 Days After Completion

Under \$40k	\$40k-\$50k	\$50k-\$60k	\$60k-\$70k	\$70k-\$80k	\$80k+
25.0%	12.5%	25.0%	37.5%	0.0%	0.0%

What percentage of job obtainers reported salaries?

100.0%

What were the most frequent job titles for graduates?

30.0% Developer
23.3% Software Developer
20.0% Full-Stack Engineer
13.3% Software Engineer
3.3% UX/UI Designer



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I. Report Information		
School Name	The Software Guild	
Campus Location	Minneapolis	
Program Name	Java and .NET/C# Full-Stack Web Development	
Reporting Period	1/1/2018	6/30/2018
Published Course Length (in days, including weekends and holidays)	81	
Graduates Included in Report	24	
II. Graduation Requirements		
Complete all course modules		
Complete mastery and capstone projects		
Meet with Employer Network Manager		
III. Graduation Data		
How many students graduate within 100% of published program length (on-time)?	40.5%	
How many students graduate within 150% of published program length	59.5%	
V. What were the employment results for graduates seeking a job?		
	90 days	180 days
1. Employed In-Field	79.2%	87.6%
A. Full-time employee (30 hours or greater a week)	70.8%	79.2%
B. Full-time apprenticeship, internship, or contract position	0.0%	0.0%
C. Hired by school in-field	0.0%	0.0%
D. Started a new company or venture after graduation	4.2%	4.2%
E. Short-term contract, part-time position, or freelance	4.2%	4.2%
2. Employed Out-Of-Field	0.0%	4.1%
A. Hired by school out-of-field	0.0%	0.0%
B. Hired out-of-field	0.0%	4.1%
3. Not Employed	20.8%	8.3%
A. Still seeking a job (in-field)	20.8%	8.3%
B. Not seeking a job (in-field)	0.0%	0.0%
4. Non-Reporting	0.0%	0.0%
What is the median annual base salary of graduates?	\$59,000	\$60,000
Under \$40,000	26.7%	25.0%
\$40,000-\$50,000	6.7%	12.5%
\$50,000-\$60,000	26.7%	25.0%
\$60,000-\$70,000	40.0%	37.5%
\$70,000-\$80,000	0.0%	0.0%
Over \$80,000	0.0%	0.0%
Percentage of job obtainers who reported salaries	100.0%	100.0%
V. What were the most frequent job titles for graduates?		
Developer	30.0%	
Software Developer	23.3%	
Full-Stack Engineer	20.0%	
Software Engineer	13.3%	
UX/UI Designer	3.3%	
VI. What percent of incoming students held a prior computer science degree?	5.4%	
<i>The pink boxes represent the "canonical" number, which must be the most prominent number a school uses in its advertising.</i>		