

Hack Reactor Remote Full-Time Software Engineering Immersive

CIRR Outcomes Report

H1 2019

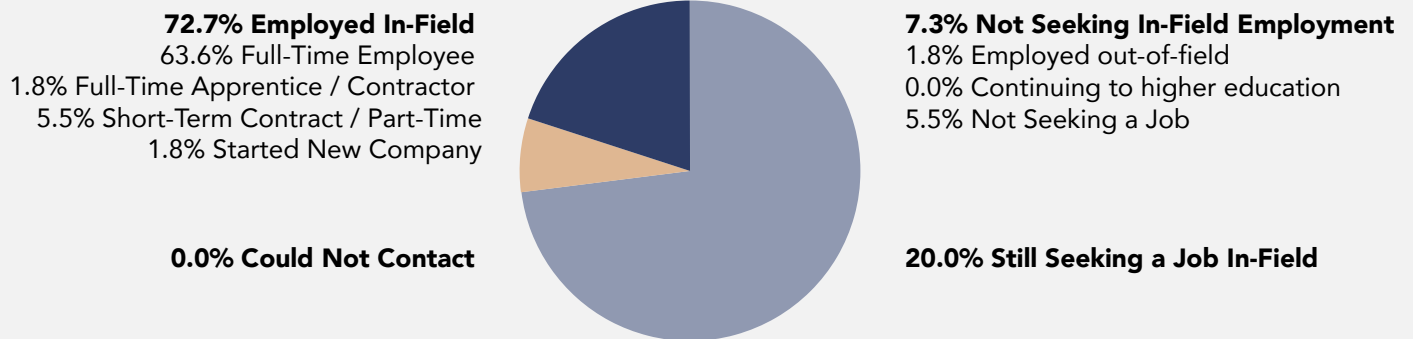
Graduates Included in Report: **55**

How many students graduated on-time? **71.4%**

How many students graduated within 150% of program length? **81.4%**

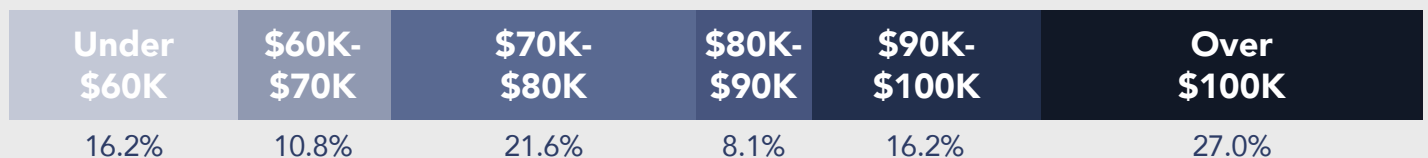
What were the employment results for graduates?

180 Days After Completion



What median pay rate do graduates earn? **\$80,000**

180 Days After Completion



What percentage of job obtainers reported salaries?

100.0%

What were the most frequent job titles for graduates?

- 37.5%** Software Engineer
- 17.5%** Software Developer
- 15.0%** Front-End Engineer
- 7.5%** Software Engineering Immersive Resident
- 7.5%** Full-Stack Engineer



Hack Reactor Remote Full-Time

Software Engineering Immersive

CIRR Outcomes Report H1 2019

Report Information		
School Name	Hack Reactor	
Campus Location	Remote Full-Time	
Program Name	Software Engineering Immersive	
Reporting Period	1/1/2019	6/30/2019
Published Course Length (in days, including weekends and holidays)	95	
Graduates Included in Report	55	
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)?	71.4%	
How many students graduate within 150% of published program length	81.4%	
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	47.3%	72.7%
1A. Full-time employee (30+ hours/week, 6+ months)	38.2%	63.6%
1B. Full-time apprenticeship, internship, or contract position (30+ hours/week, 3-6 months)	1.8%	1.8%
1C. Short-term contract, part-time position, freelance, or unknown length	5.5%	5.5%
1D. Started a new company or venture after graduation	1.8%	1.8%
2. Not seeking in-field employment	5.5%	7.3%
2A. Employed out-of-field	0.0%	1.8%
2B. Continuing to higher education	0.0%	0.0%
2C. Not seeking a job for health, family, or personal reasons	5.5%	5.5%
3. Still seeking a job in-field	47.3%	20.0%
4. Could not contact	0.0%	0.0%
Hired by School	5.4%	5.4%
What is the median annual base salary of graduates?	\$84,000	\$80,000
Under \$60,000	21.4%	16.2%
\$60,000-\$70,000	0.0%	10.8%
\$70,000-\$80,000	21.4%	21.6%
\$80,000-\$90,000	10.7%	8.1%
\$90,000-\$100,000	21.4%	16.2%
Over \$100,000	25.0%	27.0%
Percentage of job obtainers who reported salaries	96.6%	100.0%
What were the most frequent job titles for graduates?		
Software Engineer	37.5%	
Software Developer	17.5%	
Front-End Engineer	15.0%	
Software Engineering Immersive Resident	7.5%	
Full-Stack Engineer	7.5%	
The pink boxes represent the "canonical" number, which must be the most prominent number a school uses in its advertising.		