

Graduates Included in Report: **31**

How many students graduated on-time? **91.2%**

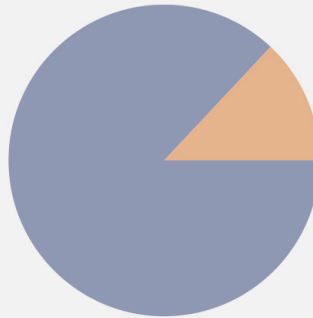
How many students graduated within 150% of program length? **91.2%**

What were the employment results for graduates?

180 Days After Completion

87.0% Employed In-Field
 80.6% Full-Time Employee
 0.0% Full-Time Apprentice / Contractor
 0.0% Hired by School In-Field
 3.2% Started New Company
 3.2% Short-Term Contract

0.0% Non-Reporting



13.0% Not Employed
 6.5% Still Seeking a Job (In-Field)
 6.5% Not Seeking a Job

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

What median pay rate do graduates earn? **\$112,500**

180 Days After Completion



What percentage of job obtainers reported salaries?

100.0%

What were the most frequent job titles for graduates?

- 67.9%** Software Engineer
- 7.1%** Front-End Engineer
- 3.6%** Software Developer
- 3.6%** UX/UI Designer
- 3.6%** Full-Stack Engineer

Codesmith New York City

CIRR Outcomes Report H1 2018

I. Report Information		
School Name	Codesmith, LLC	
Campus Location	New York City	
Program Name	Software Engineering Immersive	
Reporting Period	1/1/2018	6/30/2018
Published Course Length (in days, including weekends and holidays)	90	
Graduates Included in Report	31	
II. Graduation Requirements		
* Complete all course modules * Complete final project * Meet with career services counselor / Meet with Employer Network Manager * Attend 2 school-sponsored career events during course		
III. Graduation Data		
How many students graduate within 100% of published program length (on-time)?	91.2%	
How many students graduate within 150% of published program length	91.2%	
IV. What were the employment results for graduates seeking a job?		
	90 days	180 days
1. Employed In-Field	51.6%	87.0%
A. Full-time employee (30 hours or greater a week)	45.2%	80.6%
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	3.2%	3.2%
E. Short-term contract, part-time position, or freelance	3.2%	3.2%
2. Employed Out-Of-Field	0.0%	0.0%
A. Hired by school out-of-field	0.0%	0.0%
B. Hired out-of-field	0.0%	0.0%
3. Not Employed	48.4%	13.0%
A. Still seeking a job (in-field)	41.9%	6.5%
B. Not seeking a job (in-field)	6.5%	6.5%
4. Non-Reporting	0.0%	0.0%
What is the median annual base salary of graduates?	\$115,000	\$112,500
Under \$110,000	26.7%	30.8%
\$110,000-\$120,000	33.3%	26.9%
\$120,000-\$130,000	26.7%	23.1%
\$130,000-\$140,000	13.3%	7.7%
\$140,000-\$150,000	0.0%	0.0%
Over \$150,000	0.0%	11.5%
Percentage of job obtainers who reported salaries	100.0%	100.0%
V. What were the most frequent job titles for graduates?		
Software Engineer	67.9%	
Front-End Engineer	7.1%	
Software Developer	3.6%	
UX/UI Designer	3.6%	
Full-Stack Engineer	3.6%	
VI. What percent of incoming students held a prior computer science degree?	0.0%	
<i>The pink boxes represent the "canonical" number, which must be the most prominent number a school uses in its advertising.</i>		