

Hack Reactor New York City Software Engineering Immersive

CIRR Outcomes Report

H1 2019

Graduates Included in Report: **39**

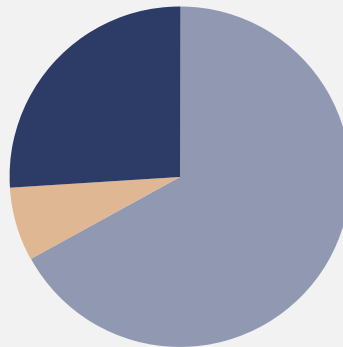
How many students graduated on-time? **80.9%**

How many students graduated within 150% of program length? **89.4%**

What were the employment results for graduates?

180 Days After Completion

66.7% Employed In-Field
41.0% Full-Time Employee
0.0% Full-Time Apprentice / Contractor
23.1% Short-Term Contract / Part-Time
2.6% Started New Company



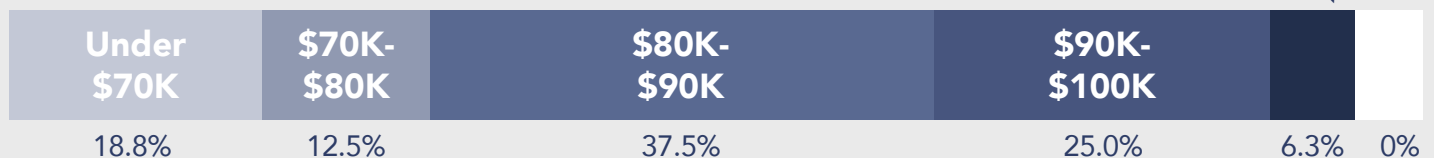
7.7% Not Seeking In-Field Employment
0.0% Employed out-of-field
2.6% Continuing to higher education
5.1% Not Seeking a Job

0.0% Could Not Contact

25.6% Still Seeking a Job In-Field

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

180 Days After Completion



What percentage of job obtainers reported salaries?

88.9%

What were the most frequent job titles for graduates?

36.0% Software Engineer

32.0% Software Engineering Immersive Resident

12.0% Full-Stack Engineer

4.0% BI Engineer

4.0% Applications Developer



Hack Reactor New York City

Software Engineering Immersive

CIRR Outcomes Report H1 2019

| Report Information | | |
|---|--------------------------------|-----------------|
| School Name | Hack Reactor | |
| Campus Location | New York City | |
| 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 | 39 | |
| 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)? | 80.9% | |
| How many students graduate within 150% of published program length | 89.4% | |
| 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 | 46.2% | 66.7% |
| 1A. Full-time employee (30+ hours/week, 6+ months) | 23.1% | 41.0% |
| 1B. Full-time apprenticeship, internship, or contract position (30+ hours/week, 3-6 months) | 0.0% | 0.0% |
| 1C. Short-term contract, part-time position, freelance, or unknown length | 20.5% | 23.1% |
| 1D. Started a new company or venture after graduation | 2.6% | 2.6% |
| 2. Not seeking in-field employment | 7.7% | 7.7% |
| 2A. Employed out-of-field | 0.0% | 0.0% |
| 2B. Continuing to higher education | 2.6% | 2.6% |
| 2C. Not seeking a job for health, family, or personal reasons | 5.1% | 5.1% |
| 3. Still seeking a job in-field | 46.2% | 25.6% |
| 4. Could not contact | 0.0% | 0.0% |
| Hired by School | 15.4% | 15.4% |
| What is the median annual base salary of graduates? | \$85,000 | \$85,000 |
| Under \$70,000 | 25.0% | 18.8% |
| \$70,000-\$80,000 | 0.0% | 12.5% |
| \$80,000-\$90,000 | 50.0% | 37.5% |
| \$90,000-\$100,000 | 12.5% | 25.0% |
| \$100,000-\$110,000 | 12.5% | 6.3% |
| Over \$110,000 | 0.0% | 0.0% |
| Percentage of job obtainers who reported salaries | 88.9% | 88.9% |
| What were the most frequent job titles for graduates? | | |
| Software Engineer | 36.0% | |
| Software Engineering Immersive Resident | 32.0% | |
| Full-Stack Engineer | 12.0% | |
| BI Engineer | 4.0% | |
| Applications Developer | 4.0% | |
| <i>The pink boxes represent the "canonical" number, which must be the most prominent number a school uses in its advertising.</i> | | |