

Graduates Included in Report: **4**

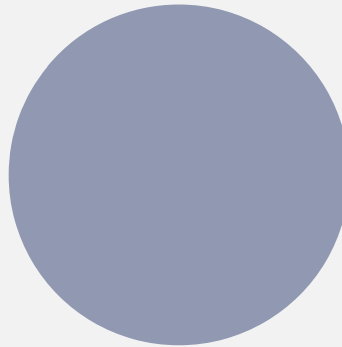
How many students graduated on-time? **100.0%**

How many students graduated within 150% of program length? **100.0%**

What were the employment results for graduates?

### 180 Days After Completion

**100.0% Employed In-Field**  
0.0% Full-Time Employee  
0.0% Full-Time Apprentice / Contractor  
0.0% Short-Term Contract / Part-Time  
0.0% Started New Company



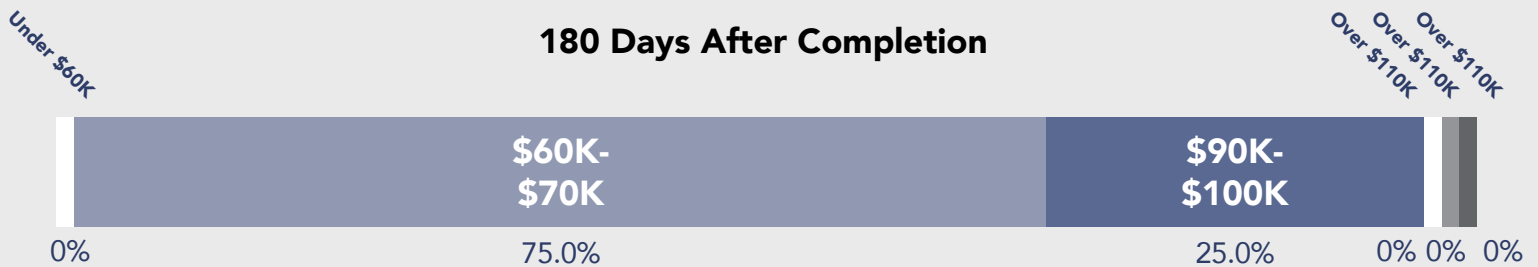
**0.0% Not Seeking In-Field Employment**  
0.0% Employed out-of-field  
0.0% Continuing to higher education  
0.0% Not Seeking a Job

**0.0% Could Not Contact**

**0.0% Still Seeking a Job In-Field**

What median pay rate do graduates earn? **\$63,250**

### 180 Days After Completion



What percentage of job obtainers reported salaries?

**100.0%**

What were the most frequent job titles for graduates?

**100.0% Software Engineer**



# Hack Reactor Phoenix

## Software Engineering Immersive

### CIRR Outcomes Report

#### H1 2019

Report Information		
School Name	Hack Reactor	
Campus Location	Phoenix, AZ	
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	4	
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)?	100.0%	
How many students graduate within 150% of published program length	100.0%	
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	100.0%	100.0%
1A. Full-time employee (30+ hours/week, 6+ months)	100.0%	100.0%
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	0.0%	0.0%
1D. Started a new company or venture after graduation	0.0%	0.0%
2. Not seeking in-field employment	0.0%	0.0%
2A. Employed out-of-field	0.0%	0.0%
2B. Continuing to higher education	0.0%	0.0%
2C. Not seeking a job for health, family, or personal reasons	0.0%	0.0%
3. Still seeking a job in-field	0.0%	0.0%
4. Could not contact	0.0%	0.0%
Hired by School	0.0%	0.0%
What is the median annual base salary of graduates?	\$63,250	\$63,250
Under \$60,000	0.0%	0.0%
\$60,000-\$70,000	75.0%	75.0%
\$70,000-\$80,000	25.0%	25.0%
\$80,000-\$90,000	0.0%	0.0%
\$90,000-\$100,000	0.0%	0.0%
Over \$100,000	0.0%	0.0%
Percentage of job obtainers who reported salaries	100.0%	100.0%
What were the most frequent job titles for graduates?		
Software Engineer	100.0%	
<i>The pink boxes represent the "canonical" number, which must be the most prominent number a school uses in its advertising.</i>		