

Graduates Included in Report: **49**

How many students graduated on-time? **90.7%**

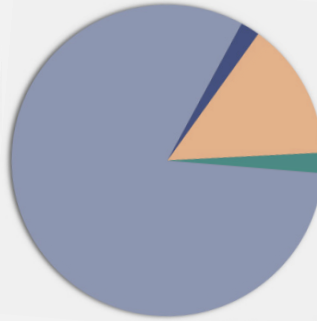
How many students graduated within 150% of program length? **90.7%**

What were the employment results for graduates?

180 Days After Completion

81.6% Employed In-Field
 81.6% Full-Time Employee
 0.0% Full-Time Apprentice / Contractor
 0.0% Hired by School In-Field
 0.0% Started New Company
 0.0% Short-Term Contract

2.1% Non-Reporting

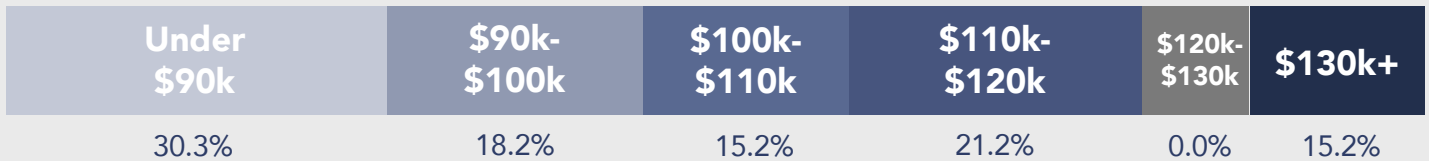


14.3% Not Employed
 10.2% Still Seeking a Job (In-Field)
 4.1% Not Seeking a Job

2.0% Employed Out-Of-Field
 0.0% Hired by School Out-Of-Field
 2.0% Hired Out-Of-Field

What median pay rate do graduates earn? **\$106,580**

180 Days After Completion



What percentage of job obtainers reported salaries?

97.6%

What were the most frequent job titles for graduates?

- 68.3%** Software Engineer
- 2.4%** Software Developer
- 12.2%** Front-End Engineer
- 2.4%** UX/UI Designer
- 4.9%** Full-Stack Engineer

Codesmith Los Angeles

CIRR Outcomes Report H1 2018

I. Report Information		
School Name	Codesmith, LLC	
Campus Location	Los Angeles	
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	49	
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)?	90.7%	
How many students graduate within 150% of published program length	90.7%	
IV. What were the employment results for graduates seeking a job?		
	90 days	180 days
1. Employed In-Field	44.9%	81.6%
A. Full-time employee (30 hours or greater a week)	44.9%	81.6%
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	0.0%	0.0%
E. Short-term contract, part-time position, or freelance	0.0%	0.0%
2. Employed Out-Of-Field	2.0%	2.0%
A. Hired by school out-of-field	0.0%	0.0%
B. Hired out-of-field	2.0%	2.0%
3. Not Employed	51.0%	14.3%
A. Still seeking a job (in-field)	46.9%	10.2%
B. Not seeking a job (in-field)	4.1%	4.1%
4. Non-Reporting	2.1%	2.1%
What is the median annual base salary of graduates?	\$109,080	\$106,580
Under \$90,000	27.8%	30.3%
\$90,000-\$100,000	22.2%	18.2%
\$100,000-\$110,000	11.1%	15.2%
\$110,000-\$120,000	27.8%	21.2%
\$120,000-\$130,000	0.0%	0.0%
Over \$130,000	11.1%	15.2%
Percentage of job obtainers who reported salaries	100.0%	97.6%
V. What were the most frequent job titles for graduates?		
Software Engineer	68.3%	
Software Developer	2.4%	
Front-End Engineer	12.2%	
UX/UI Designer	2.4%	
Full-Stack Engineer	4.9%	
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>		