



# CATALOG

Washington

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[www.galvanize.com](http://www.galvanize.com)

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## NOTES

### Catalog Revisions

This Galvanize Catalog, Washington, is updated at least annually, but Galvanize reserves the right to revise it more frequently at its discretion. The most recent edition of the Catalog is the one posted on the Galvanize website, which can be downloaded at [www.galvanize.com](http://www.galvanize.com). A copy of the current Catalog can be requested by sending an email to [wa.regulatory@galvanize.com](mailto:wa.regulatory@galvanize.com) or by calling the school at (206) 886-0556. Such changes will not negatively affect currently enrolled students.

### Location of Classes

All Washington in-person classes are conducted at 111 S Jackson St. Seattle WA 98104.

### Ownership

Galvanize is a wholly owned subsidiary of Stride, Inc. The company headquarters is located at 1644 Platte Street, Denver, CO 80202. The officers of Galvanize are:

<b>Anthony Phillips</b>	<b>CEO</b>
<b>Patrick Neeman</b>	<b>CFO</b>
<b>James Rhyu</b>	<b>Director</b>
<b>Shaun McAlmont</b>	<b>Director</b>
<b>Vincent Mathis</b>	<b>Director</b>

The Campus Director of Galvanize – Seattle is Joshua Elder.

### Accreditation

Galvanize is not accredited by an accrediting agency recognized by the United States Department of Education and is not eligible to participate in federal student financial assistance programs.

Galvanize does not offer any programs that prepare students for any official licensure exam in the state of Washington.

### Note to Prospective Students

As a prospective student, you are encouraged to review this catalog prior to signing an enrollment agreement.

## Questions and Complaints

This school is licensed under Chapter 28C.10 RCW. Inquiries or complaints regarding this private vocational school may be made to the:

Workforce Board, 128 - 10th Ave. SW, Box 43105, Olympia, Washington 98504 Web:  
[wtb.wa.gov](http://wtb.wa.gov)

Phone: (360) 709-4600

E-Mail Address: [wtecb@wtb.wa.gov](mailto:wtecb@wtb.wa.gov)

## INTRODUCTION TO GALVANIZE

### Galvanize Mission

Galvanize offers a re-imagination of professional and technical education. Our mission is to enable the next generation of data scientists and developers to gain access to practical, real-world skills that provide pathways into industry. Programs at Galvanize include the theoretical understanding of computer science, statistics, and software engineering, paired with industry-focused skills in visualization, business acumen, and the scientific method. Our primary focus is student outcomes, by providing the practical education students need to succeed in the new information economy.

In 2018, Galvanize Inc. acquired Hack Reactor, joining tow of the strongest providers of immersive technology programs in their markets. With complementary operations Galvanize and Hack Reactor expect to be able to offer a diverse set of curricula to students and enterprise clients by optimizing operations and increasing overall size as a result of the transaction.

### Mission Statement

Hold yourself and others accountable and responsible

Create for the future with pride, passion, and urgency

Win with trust, integrity, and inclusion

Be a team. Do your job. Be a pineapple.

Continuously learn, grow, and hustle

### Galvanize Educational Objectives

- Providing theoretical and practical learning based on industry needs and student feedback.
- Cultivating an environment of student immersion and collaboration
- Employing qualified faculty who offer students personalized attention and professional expertise

## PROGRAMS OFFERED

### Galvanize Data Science Immersive ("DSI")

12 Weeks of programming delivered over 13 Weeks full-time, in-person program

Total lecture: 99.5 hours; Total lab: 320.5 hours

Total contact hours: 420 in-person hours

#### Program Description

Galvanize's Data Science Immersive program is designed for individuals who have most of the skills needed to obtain a position as a data scientist. The curriculum spans statistical analysis of data, software engineering, machine learning, and data engineering management. The tools and techniques that we teach are the ones that industry partners regularly tell us are most important in making decisions about hiring.

#### Program Outcomes

The Data Science Immersive prepares students to become data scientists. There are no license requirements for general work in this career field.

#### Class Schedule

Students are expected to be at Galvanize for Data Science instruction from 8:30AM – 5:30PM Monday through Friday for the full course. There are weekly evening events which students are strongly encouraged to attend. A class calendar with holiday closures will be made available to students during the enrollment process. When an unexpected closure occurs due to extraordinary conditions such as inclement weather, students will be notified as soon as possible via email.

#### Total Charges:

Total Tuition: \$17,980 includes:

Registration fee: \$100

Course deposit fee: \$2000 (required to pay upon enrollment)

### Galvanize Data Science Online Immersive

12 Weeks of programming delivered over 13 Weeks full-time, on-line program

Total lecture: 99.5 hours; Total lab: 320.5 hours

Total contact hours: 420 hours

#### Program Description

The Galvanize Data Science Immersive program takes the time-tested curriculum of the Galvanize Data Science Immersive and makes it accessible to students everywhere. Students learn from instructors face-to-face over video conference. The curriculum spans statistical analysis of data, software engineering, machine learning, and data engineering management. The tools and techniques that we teach are the ones that industry partners regularly tell us are most important in making decisions about hiring. We give them intimate access to teachers, a Help Desk that's ready to answer questions, and a strong peer community, all immediately available through messaging and video chat.

## Class Schedule

Students will attend class via a live video conference Monday through Friday from 9am to 5pm Monday thru Friday for the entire 12 weeks of the Immersive. There is a scheduled meal break from 12:00PM to 1:00PM.

## Total Charges:

Total Tuition: \$17,980 includes:

Registration fee: \$100

Course deposit fee: \$2000 (required to pay upon enrollment)

## Galvanize Data Science Online Immersive – Part Time

30 Weeks Part-Time, on-line program

Total lecture: 99.5 hours; Total lab: 320.5 hours

Total contact hours: 420 hours

## Program Description

The Galvanize Data Science Immersive-Part Time program takes the time-tested curriculum of the Galvanize Data Science Immersive and spreads it out over 30 weeks of instruction, with an additional 2 weeks of break time built in. Students learn from instructors face-to-face over video conference. The curriculum spans statistical analysis of data, software engineering, machine learning, and data engineering management. The tools and techniques that we teach are the ones that industry partners regularly tell us are most important in making decisions about hiring. We give them intimate access to teachers, a Help Desk that's ready to answer questions, and a strong peer community, all immediately available through messaging and video chat.

## Class Schedule

Students will attend class via a live video conference three times weekly. Twice during the week from 6:00pm to 9:00pm PST, and Saturday from 9:00am-2:00pm PST. Students are required to schedule an additional 5 hours of supported learning as required independent study during the week.

## Total Charges:

Total Tuition: \$17,980 includes:

Registration fee: \$100

Course deposit fee: \$2000 (required to pay upon enrollment)

## Graduation Requirements

In order to qualify for graduation and successfully complete the Data Science Immersive, students should meet the attendance requirements, meet the minimum technical competency, and participate in the Career Services program.

- **Attendance:** Students must meet attendance requirements as outlined in the attendance policy.
- **Technical Competency:** Students are required to meet and maintain at least a 30% cumulative average on all assessments as outlined by the Data Science academic team



- **Career Services Program:** Students are required to complete all relevant activities in the Career Services Program which could include tasks such as completing a resume and online profile, conducting mock interviews and phone screens with Galvanize staff and delivering a capstone project proposal to the lead instructor.
- **Delivery of Capstone Project:** In order to attain a Complete graduation status, a student must deliver a capstone project approved by Lead Instructor.

In order to graduate, students are also required to fulfill all financial obligations.

### Program Outline

Galvanize Data Science Immersive

Galvanize Data Science Online Immersive

Galvanize Data Science Online Immersive – Part Time

Course Title	Lecture	Lab	Total
DS 101: Programming for Data Science	9.5	22	31.5
DS 102: Statistical Inference	8	23.5	31.5
DS 103: Bayesian Statistics	9.5	28	37.5
DS 104: Data Engineering	5	9	14
DS 105: Supervised Learning	15	36.5	51.5
DS 106: Unsupervised Learning	9	15	24
DS 107: Natural Language Processing	3	14	17
DS 108: Recommendation Systems	4.5	16	20.5
DS 109: Neural Nets	11	18	29
DS 110: Special Topics	8.5	19	27.5
DS 111: Capstone 1	1	33	34
DS 112: Capstone 2	1	33	34
DS 113: Capstone 3	1	44	45
DS 114: Career Services	13.5	9.5	23
<b>Total</b>	<b>99.5</b>	<b>320.5</b>	<b>420</b>

## Military Career Skills Program - Web Development Immersive

18 Weeks of Full-Time instruction delivered over a 19 Week duration, in-person program

Total lecture: 115.5 hours; Total lab: 566.5 hours

Total contact hours: 682 hours

### Program Outcomes

The Web Development Immersive prepares students to become web developers and junior software developers. Graduates may find suitable employment with a technical consultancy firm, a software company, a nontechnical company (as an in-house developer,) freelancing, and more. There are no license requirements for general work in this career field. A graduate of this program will receive a certificate of completion.

### Class Schedule

Students are expected to attend class from 9:00AM – 6:30PM Monday through Thursday and at least four Fridays for the full 18-week duration course. When an unexpected closure occurs due to extraordinary conditions such as inclement weather, students will be notified as soon as possible via email.

### Program Description

Galvanize's Web Development Immersive is devoted to the tools, technologies, and developer processes that current developers use. Tools and applications covered in the program adapt to evolving industry demand; training can cover HTML, CSS, React and full stack JavaScript. Students will be exposed to different development workflows and will work independently, in pairs, and on teams to complete different assignments and projects.

### Total Charges:

Total Tuition: \$17,980 includes:

Registration fee: \$100

Course deposit fee: \$2000 (required to pay upon enrollment)

### Graduation Requirements

In order to qualify for graduation and successfully complete the Web Development Immersive, students should meet the attendance requirements, meet the minimum technical competency, and participate in the Career Services program.

- **Attendance:** Students must meet attendance requirements as outlined in the attendance policy.
- **Technical Competency:** Students are required to pass all Technical Assessments and demonstrate mastery of all skills outlined by the Web Development academic team.
- **Career Services Program:** Students are required to complete all relevant activities in the Career Services Program which could include tasks such as completing a resume and online profile, conducting mock interviews and phone screens with Galvanize staff and delivering a project portfolio to the academic team.

- **Delivery of Portfolio:** In order to attain a Complete graduation status, a student must complete all portfolio projects approved by Lead Instructors.

In order to graduate, students are also required to fulfill all financial obligations.

### Program Outline

Military Career Skills Program – Web Development Immersive

<u>Course Name</u>	<u>Lecture Hours</u>	<u>Lab Hours</u>	<u>Total Hours</u>
Orientation	3.5	1	4.5
Basic JavaScript	6.5	13.5	20
Intro to HTML, CSS	.5	2.5	3
Command Line & Version Control	1.5	3.5	5
Building A Basic JavaScript Application	6.5	5	11.5
The DOM API	2.5	5.5	8
Event Listeners	2	4.5	6.5
Basic Browser Application – Project	2	8	10
JavaScript Libraries	3.5	6.5	10
Async Code Execution & JavaScript Event Loop	1	7.5	8.5
AJAX and HTTP	2	6.5	8.5
JavaScript Hackathon	1.5	4	5.5
Front-End Project and Review	6	15.5	21.5
Front-End Technical Assessment	1	5	6
Servers and Node	12.5	15.5	28
Databases	6	16	22
RESTful APIs and CRUD	8	20.5	28.5
MVP Project and Review	1	29	30
Server Side Technical Assessment	0	3	3
Data Modeling and Classes	5	11.5	16.5
Inheritance Patterns	4	17	21
Solo Capstone	.5	24	24.5
Front-End Capstone (FEC)	5.5	52	57.5
System Design Capstone (SDC)	5.5	36	41.5
Blue Ocean	5	92	97
Advanced Content Modules	0	45	45

Interview Challenges	17	42.5	59.5
Review & Reflection	0	34	34
Career / Hiring Module	5.5	40	45.5
<b>Total Contact Hours</b>	<b>115.5</b>	<b>566.5</b>	<b>682</b>

## Hack Reactor Software Engineering Immersive (“SEI”)

12 Weeks of programming delivered over 13 Weeks full-time, in-person program

Total Lecture: 49.5 hours, Total Lab: 526.5 hours

Total Contact Hours: 576 hours

### Program Description

The onsite immersive is built around learning advanced programming concepts and becoming familiar with industry-standard applications and tools. (Git, Backbone, Rails, Unix, and TDD testing frameworks.) The program provides a strong professional-support network starting at the application process extending through the student’s job-search. This support lead to students garnering higher salaries, better benefits, and greater career satisfaction. We judge student outcomes by performance on technical interviews for relevant professional roles and job search success rate within six months of completing the program.

### Program Outcomes

During the first half of the onsite immersive, students work through a large amount of new material, at an extraordinary pace. In the second half of the course, students deploy their newly acquired skills to build projects, while learning new technologies. By the time they graduate, students become autonomous engineers, capable of tackling unique problems, and building complex applications. We have developed the immersive program to help support students in achieving this end goal.

### Class Schedule

Students will attend class Monday – Friday from 9am to 8pm and Saturday from 9am to 5:30pm for 12 weeks. The 12 weeks are split by one week without instruction, called “solo week”, so students can work on personal projects, review lessons, or outline thesis projects with the assistance of mentors before entering the second half of the program. Students take a 1-hour study hall/lunch break from 12:30pm to 1:30pm daily and a dinner break from 5:30pm to 6:30pm and may take brief breaks throughout the day as needed. Students should communicate breaks with campus staff as extended breaks may count toward their total number of attendance points. Every other day, students are given an extended lunch break. During this time, they are encouraged to exercise and overall, regain a healthy work/life balance.

### Total Charges:

Total Tuition: \$17,980 includes:

Registration fee: \$100

Course deposit fee: \$2000 (required to pay upon enrollment)

## Hack Reactor Software Engineering Online Immersive

12 Weeks of programming delivered over 13 Weeks full-time, online program

Total Lecture: 49.5 hours, Total Lab: 526.5 hours

Total Contact Hours: 576 hours

### Program Description

Hack Reactor Software Engineering Online (aka Remote) takes the time-tested curriculum of the Hack Reactor immersive and makes it accessible to students everywhere. Students learn from instructors face-to-face over video conference. They pair program with classmates throughout the course, so they are never working alone. We give them intimate access to teachers, a Help Desk that's ready to answer questions, and a strong peer community, all immediately available through messaging and video chat.

### Class Schedule

Students will attend class Monday – Friday from 9am to 8pm and Saturday from 9am to 5:30pm for 12 weeks. The 12 weeks are split by one week without instruction, called “solo week”, so students can work on personal projects, review lessons, or outline thesis projects with the assistance of mentors before entering the second half of the program. Students take a 1-hour study hall/lunch break from 12:30pm to 1:30pm daily and a dinner break from 5:30pm to 6:30pm and may take brief breaks throughout the day as needed. Students should communicate breaks with campus staff as extended breaks may count toward their total number of attendance points. Every other day, students are given an extended lunch break. During this time, they are encouraged to exercise and overall, regain a healthy work/life balance.

### Total Charges:

Total Tuition: \$17,980 includes:

Registration fee: \$100

Course deposit fee: \$2000 (required to pay upon enrollment)

## Hack Reactor Software Engineering Online Immersive - Part Time

36 Weeks of programming, part time, online program

Total Lecture: 49.5 hours, Total Lab: 526.5 hours

Total Contact Hours: 576 hours

### Program Description

Hack Reactor Software Engineering Online Immersive – Part Time ("RPT") RPT delivers the same curriculum as our full-time immersive over 38 weeks consisting of 36 weeks of instruction and 2 “solo” weeks when students get additional time to work on solo projects with mentorship. RPT students have access to the Help Desk and messenger services and all other software tools necessary for taking the course as stated above. Both curriculum and support are identical to the remote program.

### Class schedule

Students attend lectures and have designated pair-programming hours monitored by instructors for three hours, two times per week, and 5 hours on the weekend. Students are also required to complete an additional 9 hours of supported learning as required independent study during the week that they schedule at their convenience.

### Total Charges:

Total Tuition: \$17,980 includes:

Registration fee: \$100

Course deposit fee: \$2000 (required to pay upon enrollment)

### Graduation Requirements

In order to qualify for graduation and successfully complete the Software Engineering Immersive, students should meet the attendance requirements, meet the minimum technical competencies, meet the minimum soft skills competencies, and participate in the Career Services program.

- **Attendance:** Students must meet attendance requirements as outlined in the attendance policy.
- **Technical Competency:** Students must demonstrate minimum technical competency necessary for securing employment in a software engineering role as determined by the program's academic team.
- **Career Services Program:** Students are required to successfully complete all relevant activities in the Career Services Program which could include tasks such as completing a resume and online profile, and conducting mock interviews and phone screens with Galvanize staff.
- **Delivery of Project Work:** In order to graduate, a student must successfully complete all minimum project requirements as approved by their Campus Staff.

In order to graduate, students are also required to fulfill all financial obligations.

### Program Outline

Hack Reactor Software Engineering Immersive

Hack Reactor Software Engineering Online Immersive

Hack Reactor Software Engineering Online Immersive - Part Time

Course Title	Lecture Hours	Lab Hours	Total Hours
Orientation and Pre-course Review	5	12	17
Data Modeling and Classes	6	11	17
Data Structures and Complexity Analysis	3	12.5	15.5
Inheritance Patterns	2	15	17
Algorithms	1.5	15.5	17

Browser Apps, jQuery, and AJAX	1.5	14	15.5
ES6, APIs, and React	2	15	17
React with Redux	2	15	17
Servers and Node	3	12.5	15.5
REST & CRUD	3	14	17
Databases	2	15	17
Authentication	1.5	14	15.5
Full-Stack Overview	0	15.5	15.5
Mini Apps I	0	34	34
Technical Assessment	0	8.5	8.5
Front-End Capstone (FEC)	6	77.5	83.5
System Design Capstone (SDC)	4	77.5	81.5
Professional Resume	1	7	8
Minimum Viable Product (MVP) - Project	0.5	23.5	24
Blue Ocean	3	77.5	80.5
Career Week / Hiring Sprint	2.5	40	42.5
<b>Total</b>	<b>49.5</b>	<b>526.5</b>	<b>576</b>

## FACULTY

<i>Instructor</i>	<i>Course</i>	<i>Position</i>	<i>Degree/Institution</i>	<i>Years of Experience</i>
Philip Geurin	DSI	Instructor	Physics   Media Engineering Pitzer College	2 years
Andrew Nicholls	DSI	Instructor	Ind. Operations Engineering Univ. of Michigan	6 years
Joshua Elder	SEI	Instructor	Cal St. Univ. Maritime Acad. Hack Reactor, SEI	3 years
Liz Martinez	Career Services	Instructor	International Relations Oakland Univ.	6 years

## ADMISSIONS REQUIREMENTS & ENROLLMENT PROCEDURES

Each Galvanize full-time immersive program requires an admissions application, and all candidates are interviewed before an enrollment decision is made. Galvanize welcomes qualified students and employees of any race, color, national or ethnic origin, sex, age, disability, religion, sexual orientation and gender identity. Galvanize strongly encourages students from backgrounds underrepresented in the technology industry to apply.

Galvanize collects evidence of a high school or equivalent degree or higher before enrollment in a Galvanize program. Galvanize does not accept ability to benefit students.

Galvanize students must be at least 18 years of age.

Students must enroll in an entire Galvanize program, and no credits from any other institutions will transfer to satisfy successful completion of any part of our programs. Galvanize does not award credit for experiential learning towards completion of course requirements and has not entered into any transfer agreement with any other college, university, or school.

Galvanize does not allow late enrollment in an Immersive. A late enrollment is defined as an enrollment after the commencement of the first day of class.

For enrollment of those eligible to receive benefits under Title 38 and Title 10, USC., students will need to supply all college transcripts upon enrollment. College transcriptions will be reviewed for appropriate credit.

### International Students/Visa Requirements

While Galvanize accepts international students, Galvanize does not assist with visa requirements, including but not limited to: visa reporting requirements (SEVIS) or any charges associated with applying for or retaining a visa.



## Language of Instruction

Galvanize does not offer English as a Second Language instruction.

Our programs of study, textbooks, materials and all means of communication are delivered in English. All applicants are interviewed prior to acceptance, if there is a question regarding English language proficiency, the student will need to provide documentation of proficiency. Acceptable documentation of proficiency is:

- TOEFL iBT – with a minimum score of ‘intermediate’ for each section – reading, listening, speaking and writing.
- United States Foreign Services Language Rating System – minimum rating of 3.

## Galvanize Data Science Immersive (All)

To be considered for this program, students must be at least 18 years old and have a high school diploma or equivalent. Students must have some programming experience and excellent communication skills. Programming experience can be either academic or with self-teaching. Students must be comfortable with college-level statistics and mathematics.

The application process includes an online application form and a technical assessment (Python and Statistics).

## Military Career Skills Program - Galvanize Web Development Immersive

To be considered for this program, students must be at least 18 years old, have a high school diploma (or equivalent), and be an active duty soldier with a packet to show approval from one of our participating military bases. You must be able to demonstrate some understanding of JavaScript, including an understanding of high-order functions; and an ability to generalize new knowledge and learn swiftly.

The application process includes: an online application form, the successful completion of the online Preparatory materials, the completion of an online admissions challenge (Javascript), and successfully passing a technical interview (Javascript)

## Hack Reactor Software Engineering Immersive (All)

To be considered for this program, students must be at least 18 years old and have a high school diploma or equivalent. Students must be able to demonstrate an understanding of the fundamentals of JavaScript, including a deep understanding of high-order functions.

The application process includes: an online application form, the completion of an online admissions challenge (JavaScript), successfully passing a Technical Admissions Assessment (JavaScript) and the completion of Pre-Course materials.

## DEFERMENT POLICY

Admitted students seeking to defer to a later start date before the commencement of class must seek permission from the Admissions Officer at least 3 weeks prior to the course start date. Pre-start date deferment is contingent upon availability in the desired program. On or after the start date, student must follow the withdrawal and readmission policies if they wish to be admitted to a future start date.

## READMISSIONS

Students who separate from a Galvanize immersive program and wish to be readmitted must reapply and satisfy all admissions requirements, including without limitation passing a technical interview and completing precourse requirements. Returning students are subject to the admissions requirements, tuition, fees, and program requirements in place at the time of their readmission. Readmission is not guaranteed and previous performance such as technical progress, accountability, and conduct may be considered. Pending review, Galvanize may request additional documentation, apply stipulations, or require completion of remedial requirements.

## ACADEMIC ACCOMODATIONS

Galvanize does not provide accommodations that would fundamentally alter the educational program or academic requirements that are essential to a program of study. A fundamental alteration is a modification that is so significant that it alters the essential nature of the goods, services, facilities, privileges, advantages, or accommodations offered. Reasonable accommodations may be granted in circumstances as listed below.

### **Disability Accommodations**

Galvanize is committed to providing students with disabilities equal access and participation in our programs as specified under applicable federal law. Consistent with Section 504 of the Rehabilitation Act of 1973 and the Americans with Disabilities Act (ADA), a disability is any physical, learning, medical, emotional, mental health condition that limits a "major life activity" such as walking, hearing, seeing, speaking, breathing, or learning. We understand that disabilities can be visible or non-visible.

Students who seek accommodations related to a disability should contact the Accommodations Team at [accommodations@galvanize.com](mailto:accommodations@galvanize.com). Students requesting disability accommodations engage in a collaborative process with staff that includes disclosing the disability(ies) and providing appropriate documentation when necessary. Detailed information regarding the process for requesting an Academic Accommodation can be found at [galvanize.com/regulatory-information](https://galvanize.com/regulatory-information).

### **Religious Accommodations**

Galvanize will make good faith efforts to provide reasonable religious accommodations to students who have sincerely held religious practices or beliefs that conflict with a scheduled course/program requirement. Students requesting a religious accommodation should make the request, in writing, directly to the Galvanize Accommodations Team at

accommodations@galvanize.com with as much advance notice as possible. Being absent from class or other educational responsibilities does not excuse students from keeping up with any information shared or expectations set during the missed class. Students are responsible for obtaining materials and information provided during any class missed. The student shall work with their instruction team to determine a schedule for making up missed work.

## PAYMENT INFORMATION

Payment is not required until an applicant has successfully completed the full admissions process and received acceptance into a Galvanize Immersive program.

An accepted student shall receive his/her Enrollment Agreement from a member of the Galvanize Enrollment Team. After reviewing the Enrollment Agreement and agreeing to the terms, an accepted student shall sign the agreement, and Galvanize will countersign.

### Payment Terms

Payment Option	Deposit	Payment Schedule	Payment method
Option 1 - Upfront	\$2000 due at time of signing enrollment agreement	Tuition remainder due the first day of class (week 1, day 1).	All payments can be made online by card or by fee-free ACH payment.
Option 2 - Installment	\$2000 due at time of signing enrollment agreement	½ tuition, less deposit, due the first day of class (week 1, day 1)  Tuition remainder due at week 5, day 1.	All payments can be made online by card or by fee-free ACH payment.
Option 3 – Full or Partial Tuition Loan Finance	\$2000 due at time of signing enrollment agreement	Students who are eligible can finance full tuition through Galvanize’s private lending partners, SkillsFund and Climb Credit AND Students must confirm financing application (application number) for any loan prior to the first day of class (week 1, day 1)	Lending partner transfers funds to Galvanize directly.  For students electing to finance partial tuition, the tuition remainder will be due at week 5, day 1.

The deposit is required to secure seat in the program. Seats are available on a first come first serve basis based on payment of deposit. There is a non-refundable registration fee of \$100 that will not be returned to you in the event of cancellation, unless the cancellation occurs within 5 days of signing the enrollment agreement.

## Payment Methods

### Upfront / Direct Payment

- Galvanize accepts the below methods of direct payment.
- ACH Bank Transfer
- Credit Card
- Check / Wire Transfer

### Loans

If the student obtains a loan to pay for an education program, the student will have the responsibility to repay the full amount of the loan plus interest. Galvanize is not eligible to participate in federal student financial assistance programs. Galvanize does not provide 1098-T tax documents and students should seek the advice of a tax professional where necessary.

### Income Sharing Agreement

Galvanize offers Income sharing agreements in select markets, subject to credit approval. Click [here](#) for more information.

### VA Educational Benefits

Galvanize is eligible to receive Veteran's education benefits in select markets. Please contact [vabenefits@galvanize.com](mailto:vabenefits@galvanize.com) with any questions or check out our Veteran's Training section for further information.

### Other Third-Party Payment

Galvanize partners with several state workforce agencies and may be eligible to receive funding from your sponsor agency. Please have your agency contact reach out to us at [regulatory@galvanize.com](mailto:regulatory@galvanize.com).

### Scholarship Partnerships

The Galvanize Foundation, a 501(c)(3), partners with third parties and may not be available in every state. The Galvanize Foundation exists to make opportunities in technology available to all those with aptitude, drive and determination, not just those who went to the "right school" and got the "right degree". We award scholarships to help pay for skills training needed to enter the technology workforce. Specifically, we award scholarships to admitted Galvanize students in immersive web development and data science courses. We award scholarships to underrepresented populations in technology. We also assess financial need, and value diverse life experience and educational backgrounds. Our goal is to make immersive tech training more financially accessible for all qualified students.

## **The Galvanize Scholarship Fund**

Education should be accessible to everyone, and to honor that commitment Galvanize is offering two full scholarships per cohort. Eligibility is open to everyone accepted to a Galvanize Immersive.

The scholarship covers the full cost of tuition to the program for our Galvanize Data Science Immersive or Hack Reactor Software Engineering Immersive, the Hack Reactor Software Engineering Online Immersive or the Galvanize Data Science Online Immersive.

## **VETERANS TRAINING**

For eligible individuals, we accept US Veterans with Vocational Rehabilitation benefits, commonly known as Chapter 31. Galvanize does not determine eligibility for this entitlement and complies with all regulations regarding this VA program. For more information, including VA disclosures, visit [www.va.gov](http://www.va.gov).

Additionally, certain programs of study at Galvanize select campus locations are approved by the appropriate state approving agency for enrollment of those eligible to receive benefits under Title 38 and Title 10, USC.

**Galvanize Boulder & Denver** - [Colorado Office of Veterans Education and Training](#)

**Galvanize Austin** - [Texas Veterans Commission](#)

**Galvanize Seattle** - Workforce Training and Education Coordinating Board's state approving agency ([WTECB/SAA](#))

Galvanize does not use erroneous, deceptive, or misleading enrollment and advertising practices to recruit student Veterans.

Galvanize, as a subsidiary of Stride, Inc., is of sound financial capability to ensure it will fulfill its training commitment. Please reference [Stride, Inc.'s Annual Reports](#) for additional financial information.

Galvanize does not and will not provide any commission, bonus, or other incentive payment based directly or indirectly on success in securing enrollment or financial aid to any persons or entities engaged in any student recruiting or admissions activities or in making decisions regarding the award of student financial assistance.

Active Duty/Reservist whom are called to duty, may be considered for a leave of absence if he/she is required to leave the immediate area. If the period of time needed exceeds that which is allowed in the leave of absence policy, and the future professional must withdraw due to their service agreement, the re-enrollment fee shall be waived providing the future professional returns within 30 days following the end of his/her service agreement.

In compliance with VA's 85/15 Rule, Galvanize will limit student enrollment to 85% veteran enrollment per cohort. In the event that a veteran wishes to enroll in a class that has already reached the 85% cap, he or she may not use VA funding for that cohort. Chapter 35

and 31 students may still enroll even if the 85% has been realized.

### **VA Pending Payment Policy**

In accordance with Title 38 US Code 3679 subsection (e), Galvanize adopts the following additional provisions for any students using U.S. Department of Veterans Affairs (VA) Post 9/11 G.I. Bill® (Ch. 33) or Vocational Rehabilitation and Employment (Ch. 31) benefits, while payment to the institution is pending from the VA. GI Bill® is a registered trademark of the U.S. Department of Veterans Affairs (VA). More information about education benefits offered by VA is available at the official U.S. government Web site at <https://www.benefits.va.gov/gibill>.

#### **This school will not:**

- Prevent the student's enrollment;
- Assess a late penalty fee to;
- Require student secure alternative or additional funding;
- Deny their access to any resources (access to classes, libraries, or other institutional facilities) available to other students who have satisfied their tuition and fee bills to the
- Institution.

However, to qualify for this provision, such students may be required to:

- Produce the Certificate of Eligibility by the first day of class;
- Provide written request to be certified;
- Provide additional information needed to properly certify the enrollment as described in
- other institutional policies

### **VA EDUCATIONAL BENEFITS - PRORATED REFUND POLICY**

For students utilizing veteran's benefits through the Department of Veteran's Affairs to pay for tuition, the following additional refund conditions apply. Galvanize agrees that if a veteran student fails to enter the course, withdraws, or is discontinued at any time prior to completion of the course, the unused portion of paid tuition, fees, and other charges will be refunded or the debt for such tuition, fees, and other charges will be canceled on a prorated basis, as follows:

- a. Registration fee: An established registration fee in an amount not to exceed \$10 need not be subject to proration. Where the established registration fee is more than \$10, the amount in excess of \$10 will be subject to proration.
- b. Breakage fee: Galvanize does not collect a breakage fee
- c. Consumable instructional supplies: Galvanize does not charge for consumable instructional supplies
- d. Books, supplies and equipment: Galvanize does not charge for books, supplies and equipment.
- e. Tuition and other charges: Where the school either has or adopts an established policy

for the refund of the unused portion of tuition, fees, and other charges subject to proration, which is more favorable to the veteran or eligible person than the approximate pro rata basis as provided in this section, such established policy will be applicable. Otherwise, the school may charge a sum which does not vary more than 10 percent from the exact pro rata portion of such tuition, fees, and other charges that the length of the completed portion of the course bears to its total length. The exact proration will be determined on the ratio of the number of days of instruction completed by the student to the total number of instructional days in the course.

f. Prompt refund: In the event that the veteran, spouse, surviving spouse or child fails to enter the course, or withdraws, or is discontinued there from at any time prior to completion of the course, the unused portion of the tuition, fees and other charges paid by the individual shall be refunded within 30 days after such a change in status.

**Refund Table for Student(s) Utilizing VA Funding**

<b>Student entitled upon withdrawal/termination</b>	<b>Refund</b>
10% of program completed	90% Refunded
20% of program completed	80% Refunded
30% of program completed	70% Refunded
40% of program completed	60% Refunded
50% of program completed	50% Refunded
60% of program completed	40% Refunded
70% of program completed	30% Refunded
80% of program completed	20% Refunded
90% of program completed	10% Refunded

The student may cancel this contract at any time prior to close of the third business day after signing the enrollment agreement.

The official date of termination for refund purposes is the last date of recorded attendance. All refunds will be made within 30 days from the date of termination.

The student will receive a full refund of tuition and fees paid if the school discontinues a course/program within a period of time a student could have reasonably completed it, except that this provision shall not apply in the event the school ceases operation.

Complaints, which cannot be resolved by direct negotiation between the student and the school, may be filed with the appropriate state authorizing agency; Washington Workforce Board.

## **POSTPONEMENT CLAUSE**

The School may decide to postpone a program start date. Postponement of a starting date requires a written agreement signed by the student and the School. The agreement will set forth the deadline for the new start date, beyond which the start date will not be postponed.

If the course is not commenced, or the student fails to attend by the new start date set forth in the agreement, the student will be entitled to an appropriate refund of prepaid tuition and fees within 30 days of the deadline in accordance with the School's refund policy and all applicable laws and rules.

## **TRANSFERABILITY OF CREDIT**

The transferability of credits you earn at Galvanize is at the complete discretion of the institution to which you may seek to transfer. Acceptance of the certificate of completion you earn in Galvanize Data Science Immersive, Hack Reactor Software Engineering Immersive, Hack Reactor Software Engineering Online Immersive is also at the complete discretion of the institution to which you may seek to transfer. If the certificate that you earn at this institution are not accepted at the institution to which you seek to transfer, you may be required to repeat some or all of your coursework at that institution. For this reason, you should make certain that your attendance at this institution will meet your educational goals. This may include contacting an institution to which you may seek to transfer after attending Galvanize to determine if your certificate will transfer.

Galvanize does not guarantee the transferability of its credits/certificates to any other institution.

Transfer of credits for prior training will be evaluated on an individual case basis and students will be required to submit official transcripts for evaluation. Credit for Prior Training is at the discretion of the enrolling school's administration.

## **CANCELLATION, TERMINATION, AND WITHDRAWAL**

### **Student's Right to Cancel**

The student has the right to cancel the enrollment agreement and obtain a full refund of all tuition and fees paid if the School is notified at any time within five (5) business days (excluding Sundays and holidays) after the day the contract is signed, or an initial payment is made, as long as training has not yet begun. Cancellation shall occur when written notice is given via email to



admissions@galvanize.com, showing that the student no longer wishes to be bound by the enrollment agreement.

### School's Right to Terminate

Galvanize reserves the right to terminate a student for unsatisfactory progress, failure to comply with the Galvanize Code of Conduct, nonpayment of tuition, or any other breach of the student's agreements with Galvanize. In such a case, the school will review the student's violation of the policy or agreement and if a dismissal is warranted, refund calculations will be based on the student's last date of attendance

### Refunds Due to Termination or Withdrawal

Students who cancel their enrollment agreement prior to the commencement of classes but within five (5) business days (excluding Sundays and holidays) after the day the contract is signed, or an initial payment is made are entitled to a full refund of all tuition and fees paid, including the \$100 registration fee. Students who cancel, withdraw, or are terminated after five (5) business days, but before commencement of classes, are entitled to a full refund of all tuition and fees paid, less the registration fee of \$100. In the case of students who withdraw or are terminated after commencement of classes, the school will retain the registration fee of \$100 plus a percentage of tuition and fees, which is based on the percentage of the Program completed, as described in the table below.

<b><i>If the student completes this amount of training:</i></b>	<b><i>The school may keep this percentage of the tuition cost:</i></b>
One week or up to 10%, whichever is less	10%
More than one week or 10% whichever is less but less than 25%	25%
25% through 50%	50%
More than 50%	100%

When calculating refunds, the official date of a student's termination is the last day of recorded attendance.

- a. When the school receives notice of the student's intention to discontinue the training program; or,
- b. When the student is terminated for a violation of a published school policy which provides for termination; or,
- c. When a student, without notice, fails to attend classes for thirty calendar days.

### Withdrawal Procedures

A student who wishes to withdraw from the School on or after the commencement of classes should provide written notice by emailing their instruction team through the designated email indicated in the Student Enrollment Agreement.

## LEAVE OF ABSENCE

Upon receiving a written request from a student, Galvanize may grant a leave of absence for a maximum of seven consecutive days for acceptable and unavoidable reasons.

A request for a Leave of Absence must be made in writing to the Program Lead before the beginning of the Leave of Absence, unless unforeseen circumstances prevent the student from doing so, and must include the reasons for the Leave of Absence. If unforeseen circumstances prevent the student from requesting the Leave of Absence in person, the student will be required to provide the required Leave of Absence request by email. The faculty team will evaluate the Leave of Absence request, and the student will be notified of the outcome of the Leave of Absence request by email.

The request will then be evaluated by the Program Lead and the student will be notified of the outcome of their request by email. A student who is granted a leave-of-absence will be assessed upon their return and assigned a new completion date.

If the student fails to return after the expiration of the leave of absence, the student will be withdrawn from the program, which includes the appropriate refund policy calculations, and the student's official withdrawal date will be the last date of recorded attendance.

## ATTENDANCE REQUIREMENTS

### Galvanize Immersive Attendance Policy

Regular attendance has a positive impact on a student's success in the program. Students are expected to be in class for all regularly scheduled class events and to report to class on time. Staff record attendance at the beginning and end of each class day. Staff may record attendance at all scheduled learning events listed on the student calendar.

Our immersive programs are designed such that missing a single day of instruction is highly likely to impede a student's academic success. An absent student disrupts the cohesion of our classroom container so much that accruing two-thirds of your maximum attendance points (via tardies, early departures, or absences) will trigger an audit of the student's attendance along with a conversation about whether their learning goals can still be achieved.

Students enrolled in any of our consumer immersive programs, onsite or remote, full or part time, are allowed a maximum of fifteen attendance points. If a student exceeds the maximum of fifteen attendance points, they will be immediately dismissed from the program.

With that in mind, an absence is defined as "any attendance miss over three hours in a day" and counts as three points. "Tardies" and "Early Departures" are defined as "any attendance miss

less than or equal to three hours in a day.” Tardies and early departures each count as one point.

If a student believes they have extenuating circumstances that should be considered outside the normal bounds of the attendance policy, they may file one, and only one Attendance Extension Request with their Program Lead. The Immersive Program Director will evaluate each request and ultimately determine whether an extension to the attendance maximum is warranted.

### **Military Career Skills Program Addendum**

The MCSP program follows the same immersive attendance policy, however, students enrolled in any of our Military Career Skills Programs (MCSP) are allowed a maximum of thirty five attendance points. If an MCSP student exceeds the maximum of thirty five attendance points they will be immediately dismissed from the program.

## **SATISFACTORY PROGRESS**

### **Galvanize Data Science Immersive (All)**

#### **Military Career Skills Program – Web Development Immersive**

Students will have regular weekly written assessments to check for understanding on the materials and skills covered in that week. A student’s technical performance will be assessed and reported by the instructor on a weekly basis. Completion of academic learning modules is at the discretion of instructors such that the student is deemed capable of satisfying graduation requirements.

Students must receive 30 points or higher, cumulative average of all assessment tests.

Score	Indicator
0-10	Little/no mastery; little/no attempt to answer
11-20	Failed attempt
21-30	Some progress but insufficient mastery
31-50	Sufficient mastery with room to learn/grow
51-100	Above/Beyond sufficient mastery

This grading system allows for clear recognition of a struggling student and abundant opportunity for a successful student to explore a new concept in Data Science.

### **Probation**

Students who receive fewer than 30 points as an average score on assessments will be placed on academic probation and required to show improvement before the following written assessment. An instructor will inform students who are underperforming of their progress. If a student on probation continues to perform below this minimum level after the written assessment they will be dismissed from the program.

A student who is dismissed from the program due to unsatisfactory technical competency may reapply to a subsequent program after their original program has concluded.

### **Technical Competency**

Students must complete class projects and homework and contribute to group projects as assigned. Galvanize does not assign grades, but feedback following formal assessments are distributed electronically to students by instructors. The instructor team will advise students who do not show adequate progress in class and/or during assessments, and an individualized learning plan will be discussed and created with the student. Completion of academic learning modules is at the discretion of instructors such that the student is deemed capable of satisfying graduation requirements.

### **Career Services Requirements**

Galvanize Immersive Courses focus both on acquiring technical competencies, building an employment portfolio, and preparing to succeed in interviews for roles relevant to the course content. In order to complete a Galvanize Immersive program, a student must participate in the Career Services Program which could include such activities as; complete an approved resume; complete approved online profile(s) assigned by Career Services Team; complete a mock recruiter phone screen with Career Services Team and technical interview with a designated Instructor.

### **Graduation Standards**

Failure to satisfy Attendance, Technical, and Career Services requirements and/or deliver an approved Capstone project can result in dismissal from the program and an inability to graduate from the program. Students that are not on track to graduate will be issued a written warning. Students who do not make progress towards meeting Graduation Requirements after appropriate intervention will be dismissed and will not graduate from the program.

### **Hack Reactor Programs (All)**

This is a serious course for serious students. We expect students to work hard, act professionally and ask for help as needed. The program curriculum is divided into topical sprints, usually lasting anywhere from 1-3 days each. These sprints incorporate exercises that help cement the concepts reviewed in lectures and assignments. We use assessments at the end of each sprint to monitor progress. If a student cannot pass the assessments, we will do everything we can to give them support, guidance, and further instruction. But, ultimately, assessments will determine whether a student will meet the requirements to graduate. Instructors will communicate guidelines to individual students during the course of the program explaining what in particular would be expected of them given these and other factors.

Evaluations are conducted throughout the program, including a midterm Summary Evaluation, and students must meet technical and soft skills standards. Failure to successfully meet the standards outlined in this section at any evaluation point will result in dismissal from the program.

## **Technical Skills**

The program features periodic self-assessments that are tested by an automated system and then reviewed and graded by instructional staff. The system identifies students that may be having technical difficulties encouraging them to set up office hours with instructional staff. Additionally, staff will proactively monitor student results and reach out to provide feedback and help students refine their technical strategies.

The Technical Assessment is a full-day coding challenge at the halfway point of the Immersive Program. Both of these tests the knowledge and skills developed in the first half of the course. The Technical Assessment is a significant portion of the gating Summary Evaluation.

## **Soft skills**

Students are regularly graded on a "[no] reason for concern" basis by staff observing students as they collaborate. Students with multiple "reason for concern" notes will be approached with feedback and areas for improvement.

## **Summary Evaluation**

The Summary Evaluation is a midterm evaluation of proficiency in the course, largely centered around the question "Would Galvanize hire this person onto one of our teams?" The Summary Evaluation takes into consideration technical proficiency, ability to successfully collaborate with pairs and groups, as well as student engagement with classroom requirements and expectations. The Summary Evaluation gates participation in the second half of the course. Students who do not meet the standards of the summary evaluation will be dismissed from the program.

## **Assessment Frequency and Evaluation**

Assessments are typically conducted weekly, however Students' technical proficiency and soft skills are evaluated constantly, and instructional staff meet weekly to review individual student progress. Progress reporting typically occurs at the end of a sprint by way of self-assessments and directed feedback from staff.

Students receive a detailed testing analysis of their code from Spectator, our self-assessment tool as well as individualized feedback from instruction staff throughout the program. Students receive a copy of their marks via email, with a red (X) indicating incorrect answers. Students are encouraged to schedule check-ins with technical staff as needed. Scoring a 2 or above on a 0-3 scale for all self-assessments demonstrates satisfactory technical progress.

Galvanize instructional staff conduct student evaluations, considering the student's project completion, assessment performance, communication and collaboration skills, and daily attendance in real time. A student who is struggling with the technical aspects of the Program may be offered remedial instructional exercises at any point of the program.

If the student is unable to demonstrate an ability to achieve satisfactory progress thereafter, they will be dismissed from the program. This is largely determined by an independent evaluation of the student's technical and soft skill capabilities. Dismissed students are provided a refund per our refund policy and may reapply to the program. They may be re-admitted as a

new student if they are able to demonstrate a clear understanding of the foundational concepts required for admission.

### **Academic Intervention and Dismissal Policy**

Hack Reactor is a fast-paced, rigorous and intensive program offered over a condensed period of time. If a student is unable or unwilling to meet expectations or achieve satisfactory progress during any portion of the program, Galvanize will conduct an evaluation of the student's assessments and soft skills and determine whether academic intervention is warranted. Intervention may include remedial coursework, increased frequency of staff counseling or an opportunity to defer to restart the program in an upcoming cohort.

Academic Intervention is discretionary and may not be available in every scenario. Under circumstances where Galvanize determines that Academic Intervention would not successfully address the student's academic deficiencies, the student will be dismissed from the Program and offered a prorated refund as required by law.

### **Hack Reactor Program Expectations (All)**

This is going to be an amazing ride, but we need to set up some Expectations before we start in order to make sure everyone is able to work in a safe, productive environment.

1. **Be on time** - We need to start promptly. This means being ready to start on time, not just being present in the classroom container.
2. **Be present** - Because of our condensed schedule, missing a day is going to put you far behind. We understand that in some rare circumstances someone might need to miss a day, but we request that you let us know ahead of time when possible and have a really compelling reason. An absent member disrupts the cohesion of our classroom container so much that if a student misses more than 2 days during the course, we will discuss with the student whether learning goals can still be achieved. In some cases, absence may lead to withdrawal from the program.
3. **Be good students** - This is a serious course for serious students. We need you to work hard and ask for help when you need it. We use assessments to monitor progress and, if you cannot pass the assessments, we will do everything we can to give you more support and instruction. But, ultimately, your assessments will determine whether you progress to graduation or not. If you cannot pass the assessments, you may be withdrawn from the program.
4. **Be respectful** - We are going to be around each other for many very intense weeks. It is therefore really important that we go out of our way to make each other comfortable. Belittling, aggressive, sexist, racist, or discriminatory language has no place in our learning environment.
5. **Have a good attitude** - At times, you may feel ahead of other students. At other times you may feel behind other students. However, we request that you keep a positive, engaged, and motivated attitude. The instructors are available to discuss any situation in which someone feels that their own or someone else's attitude is affecting their own or someone else's learning. We will do our best to help.
6. **No drinking** - You can't drink here, and you can't party here.

7. **Guest policy (onsite immersive only)** - We understand that you may want to bring friends or mentors to the space. We ask that you let us know ahead of time and check if it fits with the class schedule. Please do not invite 'drop in' guests.
8. **Be open and willing** - Hack Reactor is not like most educational experiences and we're going to ask that you bring an open mind and a good attitude to everything we do together. If you're not sure why we're doing things in a certain way, please let us know, but be prepared to be on board with a plan that you don't fully understand. Trust us.
9. **Take care of yourself** - We don't want you to burn out. Raise red flags with staff early if you feel like you are struggling or overwhelmed. Take care of your body, be healthy.
10. **Take care of space (onsite immersive only)** - All of us need to be respectful of the space and make sure that we are keeping it clean and enjoyable to be in.
11. **Follow the Code of Conduct**

We look forward to a really productive and educational course! If you feel that you cannot agree to any of the above, let us know and let's talk about it.

## STUDENT RECORDS

Galvanize maintains student financial and academic records in digital format while students are enrolled in school. Upon completion of training, student records are merged and maintained in a digital format for no fewer than the minimum number of years required by law. Student records are stored within Salesforce.com with the highest available levels of security. Only faculty and staff members who use this information in the course of their regular duties are given access to student records.

Graduates of the Immersive programs will receive a certificate of completion. Graduates may request a copy of their certificate of completion by contacting the School Administrator at [wa.regulatory@galvanize.com](mailto:wa.regulatory@galvanize.com)

## STUDENT SERVICES

Galvanize offers industry connection services to students during their time of enrollment.

**Guest Speakers:** Industry leaders are invited to the program to discuss their careers and trending topics in the field.

**Events:** Several social and networking events are held each session for students to interact with industry professionals, potential mentors and hiring partners, and members of the Galvanize community.

**Learning Resources:** Students are encouraged to utilize the industry-standard cloud-based resources available online. These include Stack Overflow and GitHub. Included in the curriculum is instruction on how to access and properly utilize these resources, which are freely accessible on the internet.

## Career Services & Employment Opportunities

Led by the Career Services representatives for each region, Galvanize provides job search skills programming, develops and manages relationships with external hiring partners, and hosts opportunities for students to actively engage and interview with those hiring partners.

While assisting in the job search, Galvanize makes no guarantee, expressed or implied, of future employment.

While assisting in the job search, Galvanize make no guarantee, expressed or implied, of future employment. While Galvanize does not guarantee any job, credential, salary, or bonus for any graduate of our programs, we note that our gainfully employed graduates tend to fall under the U.S. Department of Labor Standard Occupational Classification (SOC) 15-1250 Software Developers, Programmers, and Testers and/or 15-2050 Data Scientists.

Current law prohibits any school from guaranteeing job placement as an inducement to enroll students. Students who are not authorized to work in the United States will receive placement assistance limited to interview preparation and resume review. Please contact the admissions team for more details at [info@galvanize.com](mailto:info@galvanize.com)

Galvanize does not offer any programs that prepare students for any official licensure exam in the state of Washington.

## Housing

Galvanize does not maintain dormitory facilities and does not assist in finding housing. Upon request, however, Galvanize staff can provide resources that alumni have used to find housing.



## CODE OF CONDUCT – ALL PROGRAMS

Students are expected to act maturely and demonstrate respect for others, for themselves, and to the larger Galvanize community. In order to foster a challenging and safe academic environment, students must:

1. Maintain professional relationships with fellow classmates, colleagues, instructors, community members, etc.
2. Show respect to others, themselves, and to the larger Galvanize community.
3. Be able to process constructive criticism and understand that this feedback is key to their overall learning experience.
4. Understand the impact of their behavior both upon the program and the entire Galvanize community.
5. Be courteous and responsive in dealing with others.
6. Freely accept the responsibility for and consequences of their conduct.
7. Communicate professionally if there are issues regarding conduct of themselves or others.

In addition, the following are not permitted and are subject to disciplinary sanctions:

1. Uncooperative or disrespectful behavior to your fellow classmates, colleagues, instructors, community members, and visitors to the Galvanize campus.
2. Disruptive activity that causes the obstruction of the teaching, learning, or administration of Galvanize programs.
3. Violation of any term of the Galvanize Facilities and Portal Use Agreement, including damage to, or destruction of, Galvanize property.
4. Acts of falsity including, but not limited to, cheating, plagiarism, forgery, or other forms of academic dishonesty.
5. Theft of any kind, including seizing, receiving, or concealing property with knowledge that it has been stolen.
6. Using marijuana, tobacco, smoking on campus.
7. Possession of weapons, firearms, or illegal drugs at any time on school property.
8. Any other violation of published Galvanize policies, rules, regulations, or agreements, including the Galvanize Policy Against Harassment.

Any student may be temporarily suspended or permanently dismissed for violations of the Galvanize Code of Conduct, or program expectations.

## Policy Against Harassment

Galvanize welcomes qualified students and employees of any race, color, national or ethnic origin, sex, age, disability, religion, sexual orientation and gender identity to all the rights, privileges, programs and activities generally available through Galvanize. Consistent with its obligations under the law, Galvanize prohibits unlawful discrimination on the bases of race, color, national or ethnic origin, sex, age, disability, religion, sexual orientation, gender identity or expression, or any other characteristic protected by applicable law in the administration of the programs and activities.

Galvanize also prohibits unlawful harassment including sexual harassment and sexual violence.

Harassment includes offensive verbal comments related to gender, sexual orientation, disability, physical appearance, body size, race, religion, sexual images in public spaces, deliberate intimidation, stalking, following, harassing photography or recording, sustained disruption of talks or other events, inappropriate physical contact, and unwelcome sexual attention. Sexual and disruptive language and imagery is not appropriate for any campus, including Galvanize and member areas and cafes.

Students asked to stop any harassing behavior are expected to comply immediately. We expect students to follow these rules at all campuses and class-related social events. Our members, staff, and guests are also subject to this policy against harassment.

If you are being harassed, notice that someone else is being harassed, or have any other concerns, please contact Galvanize faculty or staff immediately. Galvanize faculty and staff will help students contact security or local law enforcement, provide escorts, or otherwise assist those experiencing harassment to feel safe.

## Discipline

Violation of the Code of Conduct, Program Expectations or the Policy against Harassment may result in a written warning, but conduct deemed to be sufficiently disruptive or severe, such as harassment, violence, bullying, discrimination, or similar behavior towards of another student, staff member, or community member, may result in immediate suspension or dismissal without prior notice.

School officials, in collaboration with instructors, will review each case and make a determination regarding if the behavior violated the above mentioned policies, and possible discipline up to permanent dismissal without the option for readmission.

## GRIEVANCES

### Stage 1: Informal Resolution

Basic steps in the informal process include:

- Begin by discussing the matter with the instructional staff, faculty, or person responsible for the class in which the issue originated.
- If the issue is not resolved, the next contact will be the Program Lead to investigate the issue.
- If you do not know where to begin an informal resolution, the Program Lead can help you identify the appropriate office or individual.

### Stage 2: Formal Complaint

If unresolved after following the appropriate informal complaint procedures, the student may choose to have the complaint "officially documented." The student completes the Student Complaint Form located at: <https://www.galvanize.com/regulatory-information>

The complaint must contain the following information:

- Complainant's name, cohort name, mailing and email addresses and telephone number.
- A detailed description of the specific actions that constituted the complaint and the names and titles of those presumed to be responsible or at fault. It is necessary to demonstrate that one has already attempted to resolve the concern through the informal procedures.
- The date(s) of the alleged improper activities or the condition developed.
- A list of witnesses, if any, including their contact information and the facts known by each. Documentation that supports the complaint if any exists.
- All communications between the student and Galvanize regarding the formal complaint will be directed to the student's email account provided in the complaint form.

### Stage 3: Formal Complaint Resolution Process

Upon submission, the program's Director of Operations or his/her designee will investigate the complaint. The Galvanize staff member will acknowledge receipt of the complaint to the complainant within 3 business days. Complaints will be investigated and resolved within 14 business days of receipt. The staff member will advise the complainant if that timeline will not be met due to extenuating circumstances. If the student is not satisfied with the resolution made by the Program Lead, the student may appeal to the Regulatory Team by emailing: [wa.regulatory@galvanize.com](mailto:wa.regulatory@galvanize.com)

### Stage 4: Appeal

Appeals to the Regulatory Team must be received within 5 working days following communication to the Complainant of the resolution. The Regulatory Team may request additional information from the complainant and any involved Galvanize staff. Complaints will be investigated and resolved within 14 business days of receipt. The Regulatory Team will advise the complainant if that timeline will not be met due to extenuating circumstances and issue a

written determination of the appeal that shall be provided to the complainant and the impacted faculty or other individual. The Regulatory Team's determination shall be final.

Nothing in this process prevents a student from contacting the Washington State Workforce Training and Education Coordinating Board at any time.

Workforce Training and Education Coordinating Board 128 R 10th Avenue Southwest  
Olympia, Washington 98504 360R709R4600  
[workforce@wtb.wa.gov](mailto:workforce@wtb.wa.gov)

## FACILITIES

Galvanize has nine campuses located throughout the United States

Arizona – 515 E Grant Street Phoenix AZ 85004  
California – 44 Tehama Street San Francisco CA 940105  
California - 6060 Center Drive #950 Los Angeles CA 90045  
San Jose, California - 18 S 2nd St, San Jose, CA 95113  
Colorado – 1023 Walnut Street Boulder CO 80302  
Colorado – 1644 Platte Street Denver CO 80202  
New York – 109 Nassau Street, 4th Floor New York, NY 10038  
Texas – 119 Nueces Street Austin TX 78701  
Texas – 750 N Paul St Ste 301 Dallas TX 75201  
Washington – 111 South Jackson Street Seattle WA 98104

The Galvanize Administrative Office is located at 1644 Platte Street Denver CO 80202. The front desk can be reached at (303) 749-0110.

Students have access to the Galvanize workspace, conference rooms, and events during their program. The maximum class size is 30. With a student to teacher ratio of 30:1.

The normal hours of operation for the Galvanize – Seattle location are:

- Monday through Friday from 9am to 8pm.
- Saturday from 9am to 5:30pm.

## EQUIPMENT REQUIREMENTS

### Galvanize Data Science

Galvanize requires all Data Science Immersive students to provide themselves with a Mac or Ubuntu Linux machine with 4Gs of RAM and recommends a computer from the last 3 years. Galvanize can support students using OSX/ Ubuntu Linux machines. Galvanize is unable to provide technical support to students using a Windows machine.

Galvanize provides equipment, including full paired workstations with Mac-mini computers, monitors, keyboards, and mice for the Data Science Immersive students. Galvanize also maintains a professional GitHub account with electronic instructional materials, where students complete all assignments.

### **Hack Reactor Software Engineering Immersive (All)**

The Hack Reactor SEI Immersive Programs use a custom learning management platform called Learn, which was built and maintained in house by Technical Mentors and Core's Infrastructure Team. This helps us improve the platform constantly so we're always working with a better version of the software, and student-tested improvements.

Other software includes Slack, Zoom, GitHub, Google Hangouts, Appear.in, AwwApp, and Repl.it each supported by their respective companies. These programs are not only well kept with glitches far and few between, but they are all provided at no cost to the student.

Slack and email are the best means of communication to HR staff should there be any issues with Learn2, or third-party software. Students primarily submit their work and assessments through GitHub, though some assignments are submitted via Google Drive. Both technologies allow staff to review and provide instant feedback on student work.

Students are required provide their own computers for the program. Student computers should support a Unix-based platform (like mac OS or Linux). If you choose to use Windows your computer must either; be able to run Ubuntu, and meet the following technical specifications 6GB of RAM, 20GB of drive space free, 2-core 4-thread processor, and 2GHz processor speed OR run your computer must be able to run a dual-boot system for Ubuntu. Please note that these are the basic technical specifications, as these are comparable to the equipment currently used in the engineering field.

In order to ensure student success in the Hack Reactor Program, students must have adequate and reliable access to the internet for the duration of the program. Student must ensure that they are meeting the technical requirements of their Hack Reactor Program. If a technical issue affects your learning ability in the program staff will discuss alternatives with you. Additionally, students must actively participate in the program by keeping their webcam on during class time, except in extenuating circumstances (such as inclement weather or power outages).

### **Meaningful communication**

Slack allows staff to connect with the students via instant messaging on a real-time basis. This means that there is no lag in messages sent and received. Students are expected to be monitoring their Slack messages during program hours for communications from students and staff. More personal interactions, whether one-on-ones, small group sessions, or live Q&As with the entire class, are done face-to-face via Zoom where the faculty and students have an opportunity to let their personalities shine. Video chats require full participation and engagement. This holds students accountable for their own learning and allows staff to identify any gaps in a student's understanding of the course materials. We also provide remote Help

Desk support that allows students to quickly receive one-on-one support from staff if they need help or have questions about an assignment or concept via video chat.

## PROPRIETARY MATERIALS

Any and all educational materials provided or furnished to students, electronically or otherwise, by Galvanize during the course of, or in furtherance of the student's participation in the Program ("Materials") belong to Galvanize and/or its licensors. Galvanize reserves all rights in the Materials and grants students a limited license to use the Materials during the period of their enrollment. Students understand and agree that they have no rights to any Materials, and agree that they will not reproduce or disseminate the Materials or use the Materials other than in accordance with their Student Enrollment Agreement.

## RECORD RELEASE POLICY

Galvanize ensures the security and privacy of student records. As such, requests from third parties may require a written release from the student in order to disclose information. Exceptions to the requirement of a written release include situations in which Galvanize must release record information as part of its operations and in which the requested information is an item that Galvanize has designated as releasable without written consent.

- Galvanize may release record information without a written release to individuals or organizations that fall into the below categories.
- Staff, instructors, or other individuals employed by Galvanize that have a legitimate interest in the record information in order to complete functions of their jobs.
- Officials of a state or federal regulatory body in compliance with an audit or other requirement.
- Third party service providers with which Galvanize has contracted to provide services.
- Officials related to a health or safety emergency.

The below items have been designated as information that Galvanize may disclose at its discretion. Information outside of the below list requires a written release from the student prior to disclosure to a third party. Galvanize will not provide information in response to employment recommendation requests outside of the below items, regardless of if a written request is submitted.

- First name
- Last name
- The name of the Program you attended
- Program completion status
- Dates of attendance

Galvanize offers live and remote programming delivered in person at our campuses and online using real-time video-conferencing platforms. Lectures and other programming may be recorded and used for quality assurance and promotional purposes.

## PART TIME COURSES

### Data Science Fundamentals - Intro to Python

6-week duration part-time, in-person program

#### **Program Outcome:**

The Data Science Fundamentals - Intro to Python Part-Time Course prepares students to understand how to program in Python; after completing the six-week course, students will be better prepared to learn data science. There are no license requirements for general work in this career field. Students are provided with a certificate of completion upon completing program requirements.

#### **Class Schedule:**

6-week duration, Monday & Wednesday, 6PM – 8PM

This Part-Time Course is taught over 12 sessions: 6-weeks running twice a week for 2-hours each session. There are 24 contact hours within the classroom and the schedule is built around holidays, so no classes will be missed. When an unexpected closure occurs due to extraordinary conditions such as inclement weather, students will be notified as soon as possible via email and the missed Part-Time Course hours will be provided at another time.

#### **Program Description:**

Galvanize Data Science Fundamentals - Intro to Python program is designed to give individuals an understanding how to program in Python so they are better prepared to learn data science. The curriculum spans Python coding fundamentals to object-oriented programming in Python, to using Python data science libraries like Pandas and Numpy to an introduction to statistical modeling with Python using SciKit Learn. The tools and techniques that we teach are the ones that industry partners regularly tell us are most important being prepared to learn more data science using Python.

#### **Technical Competency:**

Weekly in-class and take-home assignments are provided each week but Galvanize does not assign grades and feedback is only provided when requested by students. The instructor team will assist students that request assistance on the lessons and assignments, but there are no technical competencies directly measured in the Part-Time Course.

#### **Graduation Requirements:**

There are no graduation requirements.

#### **Total Charges:**

Total: \$1,900

## COURSE DESCRIPTIONS

### **Advanced Content Modules**

Starting at the second half of the program, students will work through a series of advanced content modules alongside current courses. Students will be introduced, through conducting research, to advanced topics that reinforce the context for which they model their current understanding of software engineering. Students will gain a broadened understanding of the industry, will receive introductory and key conceptual knowledge to prepare them for job interviews, and gain skills necessary to conduct further research on their own in the real world. Students will strengthen research skills and confidence in their ability to dive into advanced computer science and software engineering topics.

### **AJAX and HTTP**

Students will be learning the concepts of AJAX and getting practical experience making browser based external HTTP requests to open web API's.

### **Algorithms**

Students will learn a process for writing solutions to complex computational problems. A tool for visualizing chess board positions will support students in exploring the classic 'N-Queens' algorithms problem.

### **Async Code Execution & JavaScript Event Loop**

Students will work through deeply nested asynchronous code, manage data flow between asynchronous functions and learn to think like the JavaScript interpreter to build a much more nuanced and sophisticated mental model of how JavaScript code is executed.

### **Authentication**

Students will learn the basics of web security and user authentication by implementing a secure login system in a web application.

### **Basic Browser Application – Project**

Students will embark on their first solo project. Given an empty project folder, students will build an application utilizing all of the skills obtained in previous lessons in order to meet high level project specifications. Students will exclusively write application code for use in client side environments, designing and creating software that utilizes advanced JavaScript concepts, DOM API, HTML, CSS, and clean code practices.

### **Basic JavaScript**

Students will establish a strong foundation from which to build advanced programming skills by learning proper terminology, practicing accurate technical communication, and building syntax fluency through extensive hands-on practice with writing javascript code.

### **Blue Ocean**

Blue Ocean is a workplace simulation that mimics a small Agile software engineering environment. This is a greenfield group thesis project where emphasis is placed on team



dynamics, Agile practices, Github workflows and modern development and deployment workflows, while introducing user acceptance and client/developer relationships. At the start of the week-long project, students join Blue Ocean Consulting and are introduced to a client who needs an application developed for them. Students must work closely with their team and with the client to ensure that the project is scoped properly and delivered on time using an Agile workflow.

### **Browser apps, jQuery, and AJAX**

Students will learn about HTTP, RPCs, REST, and the other mechanisms of how internet traffic is transmitted and digested. Using jQuery, students will practice getting data from a server without a page refresh by building an application that interfaces with the Parse API as a backend.

### **Building a Basic JavaScript Application**

Students will learn how to think like a developer by applying problem solving processes to break down high level requirements into working code. Students will be given a series of high level features that build upon each other and are of increasing complexity, by the end they will have built a working application from scratch given only high level feature specifications.

### **Career / Hiring Module**

During this module, students will learn how to search for and apply to software engineering jobs. Students will learn about the entire job-search process from cover letters and phone screens to salary negotiations and offer letter reviews, all the while finalizing their professional portfolio, practicing their interviewing skills and brushing up on fundamental computer science and problem-solving concepts most likely to be found in modern software engineering job interviews. Throughout this module, students will be preparing to apply to software engineering positions with guidance from their instructional staff. Students will also be working on preparing for the transition into civilian life.

### **Career Week**

During this week, students will learn how to search for and apply to software engineering jobs. Students will learn about the entire job-search process from cover letters and phone screens to salary negotiations and offer letter reviews, all the while finalizing their professional portfolio, practicing their interviewing skills and brushing up on fundamental computer science and problem-solving concepts most likely to be found in modern software engineering job interviews. During the latter part of the week, students will begin applying to their very first software engineering positions with the support of their fellow cohort mates, and guidance from their instructional staff.

### **Command Line & Version Control**

Students will learn how to utilize the command line interface built into the developer environment to navigate through the file system, utilize and install software tools, and incorporate version control to a development workflow.

## **Databases**

Students will store data persistently using the languages provided by database packages, including both traditional relational models (e.g. SQL) and more recent non-relational technologies (known commonly as “NoSQL”). Students will also learn to build their own ORM, a technique for shortening the gap between in-memory programs and the Database interface.

## **Data Modeling and Classes**

By implementing basic data structures like stacks and queues, students will learn some of the fundamentals of software engineering, including abstraction and data modeling, as well as how those tools are used in a complex application. Students will also dive into standard code sharing patterns, including object-oriented classes and mixins, and 4 different class instantiation patterns available in JavaScript.

## **Data Structures and Complexity Analysis**

Students will dive into advanced data structures by learning to build and implement hash tables, graphs, trees and linked lists while leveraging Big O Notation to assess and describe the computational complexity of the methods associated with each of these data structures. Students will complete this module understanding advanced data structures and be equipped to select the right data structure for solving a problem with a deep understanding of how to assess time complexity tradeoffs.

## **The DOM API**

Students will be continuing to add to their growing JavaScript capabilities by learning to use The DOM API in order to perform advanced traversal and manipulation of an HTML document through several exercises gaining a deep understanding of browser rendering, consequences of object creation on memory usage, and techniques to improve efficiency.

## **DS 101: Programming for Data Science**

Programming for Data Science introduces students to development workflow, pair programming, and data science tools including python, pandas, matplotlib, linear algebra, and numpy.

## **DS 102: Statistical Inference**

Statistics and Probability helps students review probability and introduces them to bootstrapping, the central limit theorem, and hypothesis testing.

## **DS 103: Bayesian Statistics**

Bayesian Statistics will introduce students to the differences between the frequentist and Bayesian statistical approaches. Students will learn Bayesian inference and testing.

## **DS 104: Data Engineering**

Data Engineering will introduce students to working with Big Data and concepts efficient computing. These include current big data technologies.

**DS 105: Supervised Learning**

Supervised Learning offers students the opportunity to review and strengthen skills from DSI 101, DSI 102, and DSI 103, and build upon them by introducing the most popular and widely used, up-to-date data-science algorithms.

**DS 106: Unsupervised Learning**

Unsupervised Learning introduces students to the most popular and widely used unsupervised techniques in Data Science.

**DS 107: Natural Language Processing**

Natural Language Processing (NLP) introduces students to basic NLP methods and commonly used algorithms using NLTK and scikit-learn.

**DS 108: Recommendation Systems**

Students will learn techniques for building some of the most commonly used recommender systems used in Data Science.

**DS 109: Neural Nets**

Neural Nets introduces students to the basic multilayer perceptron and how that translates to more complex neural net systems. They will learn to train from scratch as well as apply transfer learning to neural net models.

**DS 110: Special Topics**

Special Topics will cover additional relevant advanced data science algorithms and tools.

**DS 111: Capstone 1**

In Capstone 1, students focus on building a project based on DS 101 - DS 104, practice presenting their projects, prepare for interviews, and practice. Instructors approve project proposals prior to student construction, to ensure that the project displays a cumulation of skills acquired in the program and that the project is appropriate for the job market.

**DS 112: Capstone 2**

In Capstone 2, students focus on building a project based on DS 101 - DS 107, practice presenting their projects, prepare for interviews, and practice. Instructors approve project proposals prior to student construction, to ensure that the project displays a cumulation of skills acquired in the program and that the project is appropriate for the job market.

**DS 113: Capstone 3**

In Capstone 3, students focus on building a project based on the DS 101 - DS 110, practice presenting their projects, prepare for interviews, all culminating in a showcase presentation. Instructors approve project proposals prior to student construction, to ensure that the project displays a cumulation of skills acquired in the program and that the project is appropriate for the job market.

## **DS 114: Career Services**

In Career Services, students will learn how to job search in the Data Science field. They will learn about the entire job-search process from cover letters and phone screens to salary negotiations and offer letter reviews, all the while finalizing their professional portfolio, practicing their interviewing skills and brushing up on fundamental data science and problem-solving concepts most likely to be found in modern data science job interviews. Additionally, students will begin applying to their first data science positions with the support of their fellow cohort mates and guidance from the instructional staff.

## **ES6, APIs, and React**

Students dive into the largest codebase yet, building a video player using the popular React library and features in the latest major version of JavaScript: ECMAScript 6. Students will learn how to think about web apps as components and gain more exposure sending AJAX requests to REST APIs by populating their applications with real data from YouTube.

## **Event Listeners**

Students will build upon their DOM manipulation knowledge by learning to handle DOM events caused by user interaction and manage data flow between user events in JavaScript. Students will also get hands-on experience working with the 'this' context, higher order functions, and JavaScript callback patterns, all critical components of advanced JavaScript codebases.

## **Front-End Capstone (FEC)**

Students will be formed into working groups and spend two weeks developing features on a complex web application designed using a micro-service architecture. Students will emulate the day-to-day work of a software engineering and learn about project management, group dynamics and collaboration, product design, software architecture design, server-side rendering and production-level systems. Students will complete this project with a thorough understanding of how front-end engineering teams work together to build complex web applications.

## **Front-End Project and Review**

Students will work solo to scope out, design, and create a small highly interactive application. Time constraints on students are once again tight and students will have to set appropriate goals and timelines. Students will have the foundation for growth in future projects when a more formalized process for project scoping and management is introduced. Finally, students will have several review workshops and Q&A sessions around all covered topics in the program.

## **Front-End Technical Assessment**

Students will revisit all of the technologies and concepts they've learned thus far in the course and put it all together in the form of a full-stack JavaScript web application. Students will learn how to holistically design and craft a full-stack application using the design patterns, frameworks, libraries and tools they've seen up to this point.

## **Full Stack Overview**

Students will revisit all of the technologies and concepts they've learned thus far in the course and put it all together in the form of a full-stack JavaScript web application. Students will learn how to holistically design and craft a full-stack application using the design patterns, frameworks, libraries and tools they've seen up to this point.

## **Inheritance Patterns**

Students will learn about class inheritance and how to implement subclassing for each of the four instantiation patterns covered earlier in the course. Students will do so by writing a graphical, in-browser application that makes use of various object-oriented code sharing patterns.

## **Interview Challenges**

Students will work through a series of technical interview style challenges throughout the course with increasing levels of difficulty and expectations around the problem solving process. Students will learn to approach difficult technical challenges in a methodical manner, employing tools such as test driven development, problem solving methodologies, and whiteboard. Along the way students will have hands-on experience working with data structures, algorithms, and advanced computer science topics.

## **Intro to HTML, CSS**

Students will learn how to design and construct a web page using HTML and CSS according to best practices.

## **JavaScript Hackathon**

Students will pick from a list and research a previously unknown open source library and build an application around it that they design under extremely tight time constraints. Students will be exposed to the documentation style, coding philosophy, structures, and patterns of that library.

## **JavaScript Libraries**

Students will be introduced to a popular JavaScript library and will then dive into an existing code base to complete advanced functionality requirements. Students will rely on library documentation to accomplish the tasks, a critical skill for successful software development. Students will learn the importance of code organization, contributing to existing code bases and navigating complex code.

## **Mini Apps I**

Students will practice the rapid development of miniature web applications to perfect the skill of connecting together the front-end and back-end, all while learning to adapt to the time constraints commonly found during software engineering job interview processes.

## **Minimum Viable Product (MVP) – Project**

Students will build their final project of the course by following the MVP mindset – Minimum Viable Product. Ambitious time constraints will be placed upon students to build fully functional software that meets specifications that they design. Students will apply the experiences they had

from previous projects to set and meet goals, following project management standards and sound software architecture design principles.

### **MVP Project and Review**

Students will build an application following the MVP mindset – Minimum Viable Product. Ambitious time constraints will be placed upon students to build fully functional software that meets specifications that they design. Students will apply the experiences they had from previous projects to set and meet goals, following project management standards and sound software architecture design principles. Finally, students will have several review workshops and Q&A sessions around all covered topics in the program.

### **Orientation**

Students will get acquainted with their fellow cohort mates and learn the structure and rules of the Military Career Skills Program - Web Dev Immersive at Galvanize

### **Orientation & Precourse Review**

Students will get acquainted with their fellow cohort mates and learn the structure and rules of the Hack Reactor Software Engineering Immersive at Galvanize while reviewing the Pre-Course curriculum at lightning speed. Students will revisit scopes, closures, and the keyword “this” modules.

### **Professional Resume**

Students will learn how to write a professional resume and best present their skills and projects. By the end of this module, students will have completed the first draft of their software engineering resume that they will continue to refine with feedback from instructional staff each week until completing the course.

### **React with Redux**

Students will refactor their previous module to implement Redux, a popular state management library, often coupled with React in larger, more complex applications. Students will gain comfortability with refactoring a codebase to use a technology that helps reduce complexity and technical debt.

### **REST & CRUD**

Students will gain a deeper understanding of the design patterns used in server-side code by implementing an API that complies with REST principles. For the first time, students will write front-end and back-end code, learning to plug together all the usual facets of modern web applications.

### **RESTful APIs and CRUD**

Students will create their own RESTful API. Students will design and implement a database, a RESTful server and configure and connect the database to the server in order to deliver full CRUD functionality to the client side. Finally students will refactor their application and deploy it to a production environment.

## **Review & Reflection**

In this module, that is weaved throughout the course, students will engage in a variety of activities centered on reflecting upon their learning, growth and development. Students will assess their approach to learning, gain self-awareness around it, as well as additional strategies for learning and problem solving. Students will also practice reflecting on accomplishments and on providing feedback to each other.

## **Servers and Node**

Students will build a custom backend in Node.js to replace the Parse API from the codebase used in a previous module. Students will learn the ropes of Node.js, routing, and how to debug server-side code effectively.

## **Server Side Technical Assessment**

Students will take a back-end technical assessment lasting 3 hours that is a coding challenge set up in such a way that knowledge of all covered topics are gauged. Students receive an existing code base and must apply the problem solving process to add additional functionality that involves integration of all major areas of the back-end tech stack.

## **Solo Capstone**

Students will focus on building a cumulative project involving usage of substantial Front-End framework. Upon project proposal approval, students will follow modern software dev. project management practices as well as software engineering principles to carry out scoping, architecting, and implementation of a full stack web application.

## **System Design Capstone (SDC)**

Students will be formed into working groups and be tasked with taking a front-end project to full back-end functionality and scale. Through learning about the principles of large-scale systems design, students will explore how engineering teams prepare and launch software at scale to millions of users. By deploying stress testing, students will tweak and optimize their web applications at every identifiable bottleneck (from user page load to database query) to create high-performing software while replicating the processes of a production-grade engineering organization. Students will complete this project feeling prepared to participate and contribute to a real, world-class engineering team.

## **Technical Assessment**

Students will undergo a day-long coding challenge that tests the skills and knowledge that they were expected to master during the first half of the course. This assessment contributes as a significant portion of the Summary Evaluation, which means failure to perform sufficiently on the Technical Assessment could result in a student being unable to proceed with the remainder of the course.

## ACADEMIC CALENDAR

Galvanize observes the following Holidays:

<b>New Year's Day</b>	January 1, 2021
<b>MLK Day</b>	January 18, 2021
<b>President's Day</b>	February 15, 2021
<b>Memorial Day</b>	May 31, 2021
<b>Independence Day</b>	July 5, 2021
<b>Labor Day</b>	September 6, 2021
<b>Thanksgiving</b>	Nov. 25 and 26, 2021
<b>Christmas</b>	N/A
<b>New Year's Eve</b>	N/A
<b>Winter Break</b>	Dec. 27 - 31, 2021

Program Name	Start Date	End Date	Campus Location	
			Seattle	Remote
<b>Galvanize Data Science Immersive; Galvanize Data Science Online</b>	Oct. 5, 2020	Jan. 15, 2021	✓	
	Feb. 1, 2021	Apr. 30, 2021	✓	✓
	May 17, 2021	Aug. 13, 2021	✓	✓
	Aug. 30, 2021	Dec. 1, 2021	✓	✓
<b>Hack Reactor Software Engineering Immersive; Hack Reactor Software Engineering Online Immersive</b>	Aug. 17, 2020	Nov. 13, 2020	✓	✓
	Oct. 5, 2020	Jan. 15, 2021	✓	✓
	Jan. 19, 2021	Apr. 16, 2021	✓	✓
	Mar. 8, 2021	June 4, 2021	✓	✓
	Apr. 26, 2021	July 23, 2021	✓	✓
	June 14, 2021	Sept. 10, 2021	✓	✓
	August 2, 2021	Oct 29, 2021	✓	✓
	Sept. 20, 2021	Dec. 24, 2021	✓	✓
	Nov. 8, 2021	Feb. 11, 2022	✓	✓



<b>Hack Reactor Software Engineering Online Immersive – Part Time</b>	Mar. 30, 2020	Jan. 9, 2021		✓
	May 19, 2020	Feb. 20, 2021		✓
	July 6, 2020	Apr. 10, 2021		✓
	Aug. 25, 2020	May 29, 2021		✓
	Oct. 12, 2020	July 17, 2021		✓
	Dec. 8, 2020	Sept. 11, 2021		✓
	Jan. 25, 2021	Oct. 16, 2021		✓
	Mar. 16, 2021	Dec. 11, 2021		✓
	May 3, 2021	Jan. 29, 2022		✓
	June 22, 2021	Mar. 19, 2022		✓
	Aug. 9, 2021	May 7, 2022		✓
	Sep. 28, 2021	June 25, 2022		✓
Nov. 15, 2021	Aug. 20, 2022		✓	
<b>Galvanize Data Science Online Immersive – Part Time</b>	Feb. 1, 2021	Sept. 11, 2021		✓
	May 17, 2021	Jan. 8, 2022		✓

**2021 Catalog Updates**

<b>Item Updated</b>	<b>Page(s)</b>	<b>Update Date</b>
Officers List	4	April 20, 2021
Attendance Policy – All Immersive Programs	26-27	April 20, 2021