®

SCHOOL CATALOG

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THE MISSION STATEMENT OF THE TECH ACADEMY

TO GRADUATE ENTRY-LEVEL TECHNOLOGY PROFESSIONALS THAT EXCEL IN THE BASICS OF THEIR FIELD AND THEREAFTER HAVE SUCCESSFUL CAREERS IN THE TECH INDUSTRY, AND WHOSE ACTIONS RAISE INDUSTRY STANDARDS AND SURPASS CLIENT EXPECTATIONS.

THE TECH ACADEMY:
A NEW APPROACH TO TECH TRAINING

Like it or not, we are surrounded by technology. It is seemingly unavoidable and ever-pervasive. The cell phones we carry around have evolved to become highly advanced personal computers. Tech jobs have been on the rise for years and it seems that will continue for the foreseeable future. It has been said that even if all colleges operated at maximum capacity, they would fall far short of graduating enough technology workers to meet the demand. To fill the void, code schools and coding "boot camps" were formed.

Computer programming, *software development* and *coding* all mean virtually the same thing: writing instructions inside computers to make them do things. Websites, apps, programs, etc., are all made by writing code. A *code school* (or *coding boot camp*) is an intensive training school that concentrates heavily on actually writing code. These boot camps usually last 10-20 weeks. They train students in computer programming, usually focusing on 1-2 programming languages.

Coding boot camps branched out into other areas by adapting their intensive, short-term training model to skills like tech sales and tech marketing, addressing the high demand for specialized tech industry roles.

In 2011, after years of experience in software development and technology, Erik Gross (Co-Founder of The Tech Academy) needed junior level programmers to assist him in his development pursuits. Erik is a veteran of the US Navy, where he operated nuclear reactors and taught classes in computer science, physics, electronics, digital circuits, advanced mathematics and more.

While searching for junior-level resources to work with, he noticed a severe lack of available tech talent. To immediately address this, Erik began training people on the side to assist him in his software development efforts. He named this training activity "Prosper I.T. Academy". This continued on for a couple years and toward the end of 2013, he approached his longtime friend, Jack Stanley with a job offer.

"In 2013, I was running a different company; I already had a great job," Jack explained. "It was a stable career but then Erik approached me, out the blue, with a proposal. He told me what he envisioned doing with the school and I saw a lot of potential. Not just from a business perspective – it was real to me that we could really help change peoples' lives for the better. He was taking people who previously had been making minimum wage and struggling, training them up, and then they were getting jobs for $20-$30 an hour as developers. I saw the positive impact that helping people break into the I.T. industry had in their personal lives. People were able to spend more time with their family and provide a better standard of living. So, I came aboard as Erik's business partner. We decided to take this 'side activity' and create one of the best code schools on the planet."

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Erik and Jack rebranded the school The Tech Academy in the beginning of 2014. They now have a curriculum that consists of 15 self-paced courses that train students in the basics of computer science, key programming concepts, web development, software development, AI, game development, cyber security, tech sales, and more. Most students take part in a Live Project that can be added to their resume and portfolio.

“We decided to have a training model that was self-paced,” says Erik. “This allows students to move quickly through materials they understand well, but take their time on new or difficult concepts. We have several Instructors around to help students whenever necessary. There is a heavy focus on application – using the data. At the end of the day, we are concerned with: employed graduates that exceed employer expectations. Most of our graduates have gotten jobs and several employers have come back to us after hiring one of our grads and asked for more. We have even had unemployed college graduates take our program and then get hired.”

Erik further states, “We offer open enrollment, which means students can start anytime. We don’t like turning people away. We are open seven days a week which means we are able to offer flexible schedules. While most students do 40 hours a week, Monday-Friday, we have some people working full-time jobs and taking our program. Additionally, we made our program completely available online. We wanted students to have the opportunity to take our program remotely.”

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PROGRAM OUTLINES

Program Title: Artificial Intelligence Developer Boot Camp
Program Length: 16 weeks full-time | 30 weeks part-time
Full Price: $18,000

This boot camp covers artificial intelligence (computer systems capable of performing tasks that typically require human intelligence) which is arguably the fastest-growing technology sector on Earth. The ramifications of AI exist in all industries and it is pervading every corner of our lives. The AI Developer Boot Camp covers each fundamental skill and tool that an entry-level AI developer needs to know. In this boot camp, you will also learn computer science basics, programming fundamentals and coding in several in-demand languages. The benefits of this program includes:

- Over 600 hours of study content and activities.
- We cover computer programming and web development on this boot camp so that students know how to code.
- Graduates are prepared for entry-level AI development positions.

Program Breakdown:

1. Computer and Technology Basics Course
2. Overview of Software Development Course
3. Version Control Course
4. HTML and CSS Course
5. JavaScript Course
6. Database and SQL Course
7. AI Developer Course
8. Project Management Course
9. Live Project
10. Job Placement Course

Program Title: C# & .NET Boot Camp
Program Length: 15 weeks full-time | 28 weeks part-time
Full Price: $16,000

The C# and .NET Boot Camp is a wonderful choice for students looking to utilize Microsoft technologies and languages. Many of the top companies on Earth utilize Microsoft software and tools. With C# being one of the top programming languages in existence, in terms of popularity and usage, graduates are prepared for positions requiring skill in this language. In this boot camp, students learn five of the most in-demand programming languages. In addition to C# languages covered in this boot camp include: JavaScript, HTML, CSS, and SQL. Graduates are well-rounded, full-stack, junior-level developers set up for entry-level development positions.

- Our longest-running program—the only boot camp we've delivered since day one of The Tech Academy.
- 536 hours of study content and activities.
- Includes a Live Project that focuses on C# and .NET, resulting in real-world development experience that can be added to your résumé.
- Covers front-end and back-end web and software development.

Program Breakdown:

1. Computer and Technology Basics Course
2. Overview of Software Development Course
3. Version Control Course
4. HTML and CSS Course
5. JavaScript Course
6. Database and SQL Course
7. Visual Studio Course
8. C# and .NET Course
9. Project Management Course
10. Live Project
11. Job Placement Course

Program Title: Cyber Security Boot Camp
Program Length: 20 weeks full-time | 38 weeks part-time | 800 hours total
Full Price: $18,000

In this boot camp, students learn full-stack website and software development and how to protect all associated data. In addition to coding, the topics covered on this program include:

• Fundamental computer and server hardware,
• The basics of computer networks and how to install them,
• Network security and VPNs,
• Building secure websites,
• Protecting databases and keeping the back end secure,
• Developing secure software and apps,
• Protecting user data,

And more…

Program Breakdown:

1. Computer and Technology Basics Course
2. Overview of Software Development Course
3. Version Control Course
4. Hardware and Networks Basics Course
5. Hardware and Networks Security Course
6. HTML and CSS Course
7. Front-End Development and Security Course
8. Database and SQL Course
9. Back-End Security Course
10. Cyber Security Course
11. Project Management Course
12. Live Project
13. Job Placement Course

Program Title: Data Science Boot Camp
Program Length: 16 weeks full-time | 30 weeks part-time
Full Price: $18,000

This boot camp covers the fundamentals of data science. Data science embraces a wide range of scientific methods, systems and processes to extract knowledge and insights from data. Data science includes such topics as:

- Data visualization – representing information in pictorial form (like graphs or pie charts)
- Statistical analysis – Identifying trends in different data sources
- Artificial intelligence – (called AI for short) programming a machine to perform human-like actions, such as facial recognition or voice recognition
- Machine learning – a subcategory of AI that deals with a computer's ability to "learn"—meaning, the ability to perform certain actions based on past experience without explicit instructions
- And more...

In this boot camp, you will also learn computer science basics, programming fundamentals and coding in several in-demand languages.

- Over 600 hours of study content and activities.
- We cover computer programming and web development on this boot camp so that students know how to code.
- Graduates are prepared for entry-level data scientist positions.

Program Breakdown:

1. Computer and Technology Basics Course
2. Overview of Software Development Course
3. Version Control Course
4. HTML and CSS Course
5. JavaScript Course
6. Database and SQL Course
7. Data Science Course
8. Project Management Course
9. Live Project
10. Job Placement Course

Program Title: Front-End Web Developer Boot Camp
Program Length: 8 weeks full-time | 14 weeks part-time
Full Price: $12,000

The Web Developer Boot Camp covers front-end web development. On it, students learn the three most popular web development programming languages: HTML, CSS and JavaScript. Graduates of this boot camp are front-end web developers and are able to create dynamic websites.

- Over 376 hours of study content and activities.
- Our most affordable boot camp and a wonderful option for those on a budget.
- The fastest boot camp we offer which makes it a great choice for students who are short on available study time.

Program Breakdown:

1. Computer and Technology Basics Course
2. Overview of Software Development Course
3. Version Control Course
4. HTML and CSS Course

5. JavaScript Course
6. Project Management Course
7. Live Project
8. Job Placement Course

Program Title: Game Developer Boot Camp
Program Length: 22 weeks-full time | 40 weeks part-time
Full Price: $20,000

Finally, a boot camp for gamers! The basic software behind computer games and video games is called the *game engine*. The two most popular game engines are Unreal Engine and Unity. From Fortnite to Pokemon GO, to the remake of Final Fantasy VII, to Angry Birds 2 – many of your most beloved games were created with Unity or Unreal Engine. The programming language behind Unity is C#, and the programming language behind Unreal Engine is C++ (these also happen to be two of the most popular programming languages on Earth). To really leverage these game engines, you must know how to code in C# and C++. And so, students learn these languages on their boot camp. The benefits of this program includes:

- Covers full stack software development.
- Nearly 1,000 hours of study content and activities.
- Includes two Live Projects (one for C++ and the Unreal Engine, and the other on C# and Unity) that focus on game development, resulting in real-world development experience that can be added to your résumé.
- Students learn coding on the front end and the back end.

Program Breakdown:

1. Computer and Technology Basics Course
2. Overview of Software Development Course
3. Version Control Course
4. HTML and CSS Course
5. JavaScript Course
6. Database and SQL Course
7. Visual Studio Course
8. C# and Unity Course
9. Project Management Course
10. C# and Unity Live Project
11. C++ and Unreal Engine Course
12. C++ and Unreal Engine Live Project
13. Job Placement Course

Program Title: Java and Android Developer Boot Camp
Program Length: 15 weeks full-time | 28 weeks part-time
Full Price: $16,000

Java tops some lists as the most-used programming language in the world. Not only can it be used to develop complex software, it is the language used to create Android apps. In this boot camp, students learn five of the most in-demand programming languages. In addition to Java, languages covered in this boot camp include: JavaScript, HTML, CSS, and SQL. Graduates are

well-rounded, full-stack, junior-level developers set up for entry-level software, website and Android app development positions. The benefits of this program includes:

- Around 600 hours of study content and activities.
- Includes a Live Project that focuses on Java development, resulting in real-world development experience that can be added to your résumé.
- Covers front-end and back-end web and software development.

Program Breakdown:

1. Computer and Technology Basics Course
2. Overview of Software Development Course
3. Version Control Course
4. HTML and CSS Course
5. JavaScript Course
6. Database and SQL Course
7. Java and Android Developer Course
8. Project Management Course
9. Live Project
10. Job Placement Course

Program Title: JavaScript Developer Boot Camp
Program Length: 17 weeks-full time | 32 weeks part-time
Cost: $18,000

A framework is a set of tools and packages designed to aid in the development of software. JavaScript and its frameworks are arguably the most popular (in terms of wide use) programming language and associated tools. In this boot camp, you will learn JavaScript and its most in-demand frameworks. All of the top tech companies on Earth utilize the technologies covered in this boot camp, including: Google, Facebook and Apple. In addition to JavaScript, you will learn the fundamentals of jQuery, AJAX, JSON, Node.js, React, Vue.js, TypeScript, Angular, MongoDB, Ember.js, and the MEAN stack. The benefits of this program includes:

- Covers full stack web and software development.
- Almost 700 hours of study content and activities.
- Includes a Live Project that focuses on JavaScript development, resulting in real-world development experience that can be added to your résumé.
- You'll learn front-end and back-end web and software development.

Program Breakdown:

1. Computer and Technology Basics Course
2. Overview of Software Development Course
3. Version Control Course
4. HTML and CSS Course
5. JavaScript Course
6. Database and SQL Course
7. Advanced JavaScript Course
8. Project Management Course
9. Live Project
10. Job Placement Course

Program Title: Mobile App Developer Boot Camp
Program Length: 18 weeks-full time | 34 weeks part-time
Cost: $18,000

The largest utilizer of the internet are mobile devices. It is more likely that a user will view your website with a mobile device than on a desktop computer or laptop. The two most popular mobile platforms are iOS (from Apple) and Android (from Google) – these two operating systems have 98% of the global mobile device market share. In this boot camp, you will learn how to develop iOS and Android apps with the popular programming languages Swift, Objective-C and Java. The benefits of this program includes:

- Covers cross-platform app development.
- Around 700 hours of study content and activities.
- Includes a Live Project that focuses on mobile development, resulting in real-world development experience that can be added to your résumé.
- Covers front-end and back-end web and software development.

Program Breakdown:

1. Computer and Technology Basics Course
2. Overview of Software Development Course
3. Version Control Course
4. HTML and CSS Course
5. JavaScript Course
6. Database and SQL Course
7. Java and Android Developer Course
8. iOS Developer Course
9. Project Management Course
10. Live Project
11. Job Placement Course

Program Title: Python Boot Camp
Program Length: 15 weeks full-time | 28 weeks part-time
Full Price: $16,000

The Python Boot Camp is the perfect choice for students interested in learning full-stack web and software development. With Python being one of the most popular and utilized programming languages in existence, students are well-prepared for positions requiring skills in this language (many major companies use Python, including Google and YouTube). On this boot camp, students learn five of the most popular and in-demand programming languages. In addition to Python, languages covered in this boot camp include: JavaScript, HTML, CSS, SQL. Graduates are well-rounded, full-stack, junior-level developers, set up for entry-level positions.

- 536 hours of study content and activities.
- Includes a Live Project that focuses on Python, resulting in real-world development experience that can be added to your resume.
- Covers front-end and back-end web and software development.

Program Breakdown:

1. Computer and Technology Basics Course
2. Overview of Software Development Course
3. Version Control Course

4. HTML and CSS Course
5. JavaScript Course
6. Database and SQL Course
7. Python Course
8. Project Management Course
9. Live Project
10. Job Placement Course

Program Title: Software Developer Boot Camp
Program Length: 22 weeks-full time | 40 weeks part-time
Full Price: $20,000

The Software Developer Boot Camp is our premier program. Due to its magnitude and thoroughness, we recommend this boot camp above all others. On this program, students learn seven of the most popular and in-demand programming languages. Graduates of this boot camp are well-prepared for a career in software and web development in a wide range of positions. By the end of their training, students will have a robust résumé. Software Developer Boot Camp graduates are well-rounded, full-stack, junior-level developers set up for a myriad of entry-level developer positions. Languages covered in this boot camp include: C#, Python, JavaScript, HTML, CSS, SQL, and more.

- Our most comprehensive and substantial program.
- Highest graduate salary and job placement rate of all our programs.
- 656 hours of study content and activities.
- Includes two 2-week Live Projects that provide real-world coding experience that can be added to your resume.
- Covers front-end and back-end web and software development.

Program Breakdown:

1. Computer and Technology Basics Course
2. Overview of Software Development Course
3. Version Control Course
4. HTML and CSS Course
5. JavaScript Course
6. Database and SQL Course
7. Visual Studio Course
8. C# and .NET Course
9. Python Course
10. Project Management Course
11. Live Projects
12. Job Placement Course

Program Title: Tech Marketing Boot Camp
Program Length: 11 weeks full-time | 22 weeks part-time | 440 hours total
Full Price: $8,000

This boot camp covers a wide range of topics, including SEO, video editing, online ads, social media, Salesforce Marketing Cloud, WordPress basics, Wix fundamentals, Squarespace, email marketing, Hubspot, Mailchimp, conversion tracking, graphic design basics, and event

management. Students learn skills and tools such as Photoshop, Illustrator, Indesign, Canva, Eventbrite, and Meetup. Graduates of this boot camp will be prepared for positions as an entry-level marketing professional, and entry-level HTML/CSS developer.

Program Breakdown:

1. Computer Basics Course
2. Overview of Software Development Course
3. Sales and Marketing Fundamentals Course
4. Leveraging AI and ChatGPT in Sales and Marketing Course
5. Mastering the Art of Small Talk Course
6. Version Control Course
7. HTML and CSS Course
8. Marketing Specialist Course
9. Project Management Course
10. Sales and Marketing Job Placement Course

Program Title: Tech Marketing and Sales Boot Camp
Program Length: 16 weeks full-time | 32 weeks part-time | 640 hours total
Full Price: $10,000

This boot camp covers essential hard and soft skills needed for success in the tech sales and marketing industries, including communication, closing techniques, SEO, video editing, social media, and event management. Students learn to effectively use tools like Salesforce Sales Cloud, HubSpot CRM, Slack, Microsoft Teams, LinkedIn Sales Navigator, Google Workspace, Adobe Sign, Docusign, Mailchimp, and various graphic design software. Graduates of this boot camp will be prepared for positions as an entry-level tech sales professional, entry-level marketing professional, and entry-level HTML/CSS developer.

Program Breakdown:

1. Computer Basics Course
2. Overview of Software Development Course
3. Sales and Marketing Fundamentals Course
4. Leveraging AI and ChatGPT in Sales and Marketing Course
5. Mastering the Art of Small Talk Course
6. Preparing for Sales Interviews Course
7. Effective Communication Course
8. Sales and Closing Mastery Course
9. Version Control Course
10. HTML and CSS Course
11. Marketing Specialist Course
12. Tech Sales Software Course
13. Traits of Successful Closers Course
14. Project Management Course
15. Sales and Marketing Job Placement Course

Program Title: Tech Sales Boot Camp
Program Length: 11 weeks full-time | 22 weeks part-time | 440 hours total
Full Price: $8,000

This boot camp covers essential hard and soft skills needed for success in tech sales, such as communication skills, closing techniques, and sales enablement. Students learn to use in-demand tools and software, including Salesforce Sales Cloud, HubSpot CRM, Slack, Microsoft Teams, LinkedIn Sales Navigator, Google Workspace, Adobe Sign, and Docusign. Graduates of this boot camp will be prepared for positions as an entry-level tech sales professional.

Program Breakdown:

1. Computer Basics Course
2. Overview of Software Development Course
3. Sales and Marketing Fundamentals Course
4. Leveraging AI and ChatGPT in Sales and Marketing Course
5. Mastering the Art of Small Talk Course
6. Preparing for Sales Interviews Course
7. Effective Communication Course
8. Sales and Closing Mastery Course
9. Tech Sales Software Course
10. Traits of Successful Closers Course
11. Project Management Course
12. Sales and Marketing Job Placement Course

Program Title: UI/UX Designer Boot Camp
Program Length: 15 weeks full-time | 28 weeks part-time | 600 hours total
Full Price: $12,000

The UI/UX Design BootCamp covers writing code in Python, creating aesthetic websites and visually appealing programs. Students will learn how to develop user-friendly websites and software. Graduates of this boot camp will be prepared for positions as an entry-level UI designer, entry-level UX developer and entry-level web/software developer.

Program Breakdown:

1. Computer and Technology Basics Course
2. Overview of Software Development Course
3. Version Control Course
4. HTML and CSS Course
5. JavaScript Course
6. Database and SQL Course
7. UI/UX Designer Course
8. Project Management Course
9. Live Project
10. Job Placement Course

INDIVIDUAL COURSE BREAKDOWN

Course Title: Computer and Technology Basics Course 2 Lab Hours/38 Theory Hours

Outcomes: This course was created to ensure you understand all basic computer terms. This course can be done by anyone, from people who have no experience in computers to computer

experts. This provides one with a basic computer vocabulary so studying more advanced computer information is possible. For those doing this course who are already experienced software developers, there are still several things that can be gotten out of doing the Computer and Technology Basics Course:

- You will be better at relaying advanced computer terminology and concepts in a fashion that anyone can understand.
- This course can fill in gaps in your knowledge and correct any inaccuracies in your education.
- Studying important data more than once helps cement it in one's mind.

Core Abilities: This course is the missing link in effective training in the software field. You will gain a comprehensive, solid understanding of nearly every major element of the technology industry, including:

- Clear definitions for every major technology term
- Algorithm theory and design
- Basic machine architecture
- Central Processing Unit operation
- Memory operation
- Fundamentals of creating a computer program
- Computer network principles
- Internet design and operation
- Web browser operation
- Social Media fundamentals
- Basic security concepts

And more...

Course Competencies:

- Utilize computer science fundamentals as a software developer.

Course Title: Overview of Software Development Course 8 Lab Hours/24 Theory Hours

Outcomes: To teach a student what to expect as a software developer in the real world. This course covers information that applies to learning any programming language and is meant to orient students to software development.

Core Abilities: Here you will learn the basic elements that are fundamental to any computer program, leading to greater comprehension of every computer programming language you will learn in the future. You will have a comprehensive understanding of the basic actions of a Software Developer, including:

- Object-Oriented Programming basics
- Web Application basics
- Database basics
- What a Software Developer actually does
- What other skills a Software Developer needs

- How programs are made in this profession
- The attitude necessary to be successful
- How to think like a Computer Programmer
- Number systems
- Data structures
- What Flowcharting is and how it helps you to develop
- Registry basics
- Command line basics

And more…

Course Competencies:

- Think like a software developer.

Course Title: Version Control Course 4 Lab Hours/4 Theory Hours

Outcomes: To rapidly teach a student what Version Control is so they have an idea of how to use it as a Software Developer.

Core Abilities: Keeping track of the various stages of a software program as it is created is vital, if only so that if you find that you're taking the wrong approach to a programming task, you will want a way to get rid of the changes you made and go back to before you tried that approach. Version control allows this as well as other valuable actions related to managing the sometimes lengthy and complex process of making software. You will learn the various approaches to version control, and use it on your own projects. You'll learn:

- What source control and version control are
- Why you must be able to use them
- How two or hundreds of people can work on the same project at the same time
- Using version control with the Visual Studio IDE
- Version control through Team Foundation Server and Git

And more...

Course Competencies:

- Utilize version control, Git and GitHub as a software developer.

Course Title: HTML and CSS Course 30 Lab Hours/58 Theory Hours

Outcomes: To rapidly teach a student all of the basics of HTML5 and CSS3 so they can use these skills in designing basic websites.

Core Abilities: This course covers the latest versions of HTML (Hyper Text Markup Language) and CSS (Cascading Style Sheets). All websites are made using HTML. CSS is a tool to manage many elements of the pages made with HTML. You will have a comprehensive understanding of HTML5 & CSS3, including:

- Making an HTML5 website
- Customizing it with CSS3

- Making creative and complex effects
- All the basic fundamentals of HTML5
- All the basic fundamentals of CSS3

And more…

Course Competencies:

- Code functional websites utilizing HTML.
- Upgrade HTML sites through CSS.

Course Title: JavaScript Course 18 Lab Hours/ 62 Theory Hours

Outcomes: The courses of Tech Academy Utah are all designed on an increasing gradient of difficulty. One step should be completed prior to going on to the next step.

Core Abilities: JavaScript is a versatile, popular programming language that is often used to add interactive elements to web pages. It is very much in demand. You will learn the fundamental elements of the JavaScript language, including:

- History and background of JavaScript
- Fundamental elements of JavaScript and how to create programs using the language
- Modifying your web pages using JavaScript
- Using JavaScript in combination with HTML5 and CSS3 to create dynamic web pages

And more…

Course Competencies:

- Create dynamic websites with JavaScript.

Course Title: Database and SQL Course 30 Lab Hours/10 Theory Hours

Outcomes: The courses of Tech Academy Utah are all designed on an increasing gradient of difficulty. One step should be completed prior to going on to the next step. Start at the top of this course and move down, completing one step at a time in sequence.

Core Abilities: A database is an organized collection of data; it can take many forms. A relational database is a database where different types of data are separated from each other, and where the relationships between those types of data are tracked. A RDBMS is a Relational Database Management System; it's a special software program that facilitates the management of one or more relational databases, allowing you to add, read, change and delete data from the database. There exists a specialized programming language used in database operations, called Structured Query Language (SQL). You will learn the principles behind all of these tools, including:

- Why databases are so important to development
- Database fundamentals-CRUD (Create, Read, Update, Delete) operations
- How a RDBMS works
- How databases are used in Web Applications
- How to create your own database
- What the Windows Registry is and how to use it
- What SQL is and how to use it to create and use databases and the data in them

And more…

Course Competencies:

- Develop and utilize databases with SQL.

Course Title: Visual Studio Course 4 Lab Hours/4 Theory Hours

Outcomes: To teach a student what Visual Studio is and how they can use it in the future as a software developer to write code and manage the software development process.

Core Abilities: Visual Studio is an Integrated Development Environment from Microsoft that helps you write software programs. It brings together all of the tools you'll need to make software in one place. Learning to use Visual Studio well will make all of your learning and job duties go faster. You'll cover:

- Installing Visual Studio
- Writing code in a programming environment
- Analyzing your program step-by-step with Visual Studio

And more…

Course Competencies:

- Utilize Visual Studio in writing code.

Course Title: Python Course 53 Lab Hours/67 Theory Hours

Outcomes: To teach a student the fundamentals of the Python programming language; to give the student fundamental skills in writing applications using Python; to give the student experience and knowledge in the Django Framework and Data Science.

Core Abilities: Python is one of the most robust and versatile programming languages in existence. It is also considered by many to be the best programming language for beginners to dive into. Python is used to build many popular web applications such as Dropbox and BitTorrent. Python was even put to use in developing the search engines of YouTube, Yahoo and Google. You'll learn:

- The Django Framework
- Python syntax
- Data Science
- Scripting

And more...

Course Competencies:

- Development of operational programs utilizing the programming language C#.
- Improve websites through utilization of .NET.

Course Title: C# & .NET Course 72 Lab Hours/48 Theory Hours

Outcomes: To teach a student the fundamentals of .NET and the C# programming language; to give the student fundamental skills in writing applications using C#; to give the student experience and knowledge in the MVC Framework.

Core Abilities: C# is a very powerful, mature programming language that can be used to create the most complex and robust of software programs, capable of satisfying the needs of large businesses. It is one of the most in-demand languages in the software development field. You will learn the fundamental elements of this popular language, enabling you to create your own software programs, and getting you well-prepared for your career as a developer. ASP.NET MVC enables a developer to create powerful web applications when working alongside C#. This course includes:

- .NET
- All basic syntax of the C# language and how to use it to implement programming fundamentals
- Principles of Object-Oriented Programming using C#
- The ASP.NET MVC Web Application Framework and its model for delivering interactive web sites
- The ASP.NET MVC Framework

And more...

Course Competencies:

- Development of operational programs utilizing the programming language C#.
- Improve websites through utilization of ASP.NET.

Course Title: Data Science Course 60 Lab Hours / 100 Theory Hours

Outcomes: To teach students how to write code using Python. Students will be able to perform basic data analysis using Python and R programming. They will be able to describe data science fundamentals, execute data and statistical evaluation, and visualize data.

Core Abilities: On this course students will cover basic algebra, data types and structures, data mining basics, data preprocessing fundamentals and basic Python. This course will also cover:

- Data modeling basics
- Principles of regression
- Basic statistical analysis
- AI fundamentals
- Machine learning basics
- R programming principles
- Clustering fundamentals
- Data visualization basics
- Data analysis principles

Course Competencies:

- To perform basic data analysis using Python and R programming
- Utilize and understand data science fundamentals

Course Title: UI/UX Design Course 120 hours

Outcomes: Students will create aesthetic websites and visually appealing programs. They will be developer user-friendly websites and software.

Core Abilities: On this course students will learn the basics of UI/UX and intuitive design principles. Students will gain an understanding of font and typography basics, color principles, and Photoshop fundamentals. This course will also cover:

- Rudimentary layouts
- Wireframing basics
- Design principles
- Motion design basics
- Utilizing sound principles
- Prototyping and usability testing basics

Course Competencies:

- To create user-friendly websites
- To create visually stimulating and dynamic websites

Course Title: Project Management Course 8 Theory Hours

Outcomes: To teach students the basics of operating in an Agile work environment and to familiarize students with Scrum.

Core Abilities: The process of building complex software is challenging and involves the use of special tools and project management procedures in order to achieve a satisfactory outcome. In this course, you will learn the popular project management technologies used in the software development world, including Agile and Scrum. You'll cover:

- Project management basics
- Traditional project management
- Agile project management principles
- Scrum fundamentals
- How to operate as part of a development team

And more…

Course Competencies:

- Run projects and manage projects utilizing Agile methodology.

Course Title: Live Project 80 Lab Hours

Outcomes: The purpose of the Live Project is to involve the student in a simulated work environment which results in a product(s) they can list on their resume.

Core Abilities: Every student is given the opportunity to partake in an exercise which simulates a real world software development project. Our Live Projects allow a student to put the

programming skills they learn to use on practical assignments that mirror actual software development projects one could run across on a real contract. This will be an element of your resume.

Course Competencies:

- Code real-world web sites, web applications and/or software development projects.

Course Title: Job Placement Course 24 Theory Hours/90 days assistance

Outcomes: This course was put together to train a student on basic information to assist them in finding a job. Students are encouraged to start their job search prior to graduating. Each student receives up to 90 days of additional job placement assistance after he/she graduates.

Core Abilities: Quite apart from the technical knowledge, we know that the process of getting hired has its own specialized challenges. We've put together the hard-won knowledge you'll need to ensure you've got the best possible chance of getting a good job in technology. You'll learn about:

- Professional manners and dress
- Writing a cover letter
- Writing a resume
- Preparing for and conducting phone interviews
- Preparing for and conducting in-person interviews

And more...

Course Competencies:

- Utilize resume and interview skills to find employment in I.T.

Course Title: Hardware and Networks Basics Course 10 Lab Hours/50 Theory Hours

Outcomes: To teach a student in how to set up and manage basic computer hardware and networks.

Core Abilities: This course covers the basics of hardware and networks. This knowledge is required for cyber security professionals because in order to secure computer hardware and their associated networks, you need to know how they work. Therefore, students will gain the ability to handle basic hardware and networks on this course. You'll learn:

- Hardware and network terminology,
- A deeper dive into computer hardware,
- Server basics,
- How to set up networks,

And more...

Course Competencies:

- Set up basic networks,
- Explain computer hardware,

- Monitor basic networks.

Course Title: Hardware and Networks Security Course 10 Lab Hours/30Theory Hours

Outcomes: To teach a student how to secure computer hardware and networks.

Core Abilities: Hackers can attack networks and hardware. With a basic understanding of hardware and networks in place, you will now learn how to secure computer hardware and networks to protect them from potential attacks.
Course Competencies:

- Securing hardware,
- Securing networks,
- Write basic Linux code.

Course Title: Front-End Development and Security Course 80 Lab Hours/40 Theory Hours

Outcomes: To teach a student how to code in JavaScript and how to secure the front-end of websites.

Core Abilities: On this course, students not only learn how to secure websites and front-end interfaces, they learn additional programming languages and frameworks, including the extremely popular coding language JavaScript.

Course Competencies:

- Code in JavaScript,
- Secure HTML and CSS code,
- Secure browsers,
- Enact web security,
- Perform basic Node.js,
- Execute basic React.js,
- Utilize best practices for front-end security.

Course Title: Back-End Security Course 20 Lab Hours/20 Theory Hours
Outcomes: To teach a student how to secure databases and the backend of websites and applications.

Core Abilities: After the student learns about databases and SQL, they will learn how to secure databases and the backend. This includes protecting against SQL injection attacks and other hacking techniques.

Course Competencies:

- Securing databases,
- Writing secure SQL code,
- Enacting best practices for secure SQL Server,
- Securing data in the cloud.

Course Title: Cyber Security Course 100 Lab Hours/84Theory Hours

Outcomes: To teach a student the fundamentals of cyber security.

Core Abilities: This course covers all basic elements associated with cyber security, including the protection of: hardware, websites, networks, software, the cloud and apps. Students learn the in-demand techniques and popular tools that prevent hackers from cyber attacks.

Course Competencies:

- Define cyber security terms and concepts,
- Implement SSL,
- Explain cryptography,
- Utilize encryption and decryption,
- Protect against cyber attacks.

Course Title: C# and Unity Course 80 Lab Hours/40 Theory Hours

Outcomes: To teach students the fundamentals of C# so they can use this programming language in game development. To give students the necessary skills to utilize the game engine Unity for basic game development.

Core Abilities: The basic software behind computer games and video games is called the game engine. Unity is one of the most popular game engines in the world. Examples of games developed using Unity include: Pokemon GO, Ori and the Blind Forest, and Angry Birds 2. The programming language behind Unity is C# and to really leverage the game engine, you must know how to code in C#. C# can also be used to create virtually any type of software imaginable and it is one of the most popular programming languages in the world. Students learn C# and how to use Unity on this course. This course includes:

- Coding with C#,
- Building C# applications,
- Object-oriented programming with C#,
- How to create games with Unity,
- Advancing Unity games with C# code,
- And more...

Course Competencies:

- Creating software with C#.
- Developing games with Unity.

Course Title: C++ and Unreal Engine Course 80 Lab Hours/40 Theory Hours

Outcomes: To teach students the fundamentals of C++ so they can use this programming language in game development. To give students the necessary skills to utilize the game engine Unreal Engine for basic game development.

Core Abilities: The basic software behind computer games and video games is called the game engine. The Unreal Engine is one of the most popular games engines in the world. Examples of games developed using the Unreal Engine include: Gears of War, Fortnite and the remake of Final Fantasy VII. The programming language behind the Unreal Engine is C++ and to really leverage the game engine, you must know how to code in C++. C++ can also be used to create virtually any type of software imaginable and it is one of the most popular programming languages in the world. Students learn C++ and how to use the Unreal Engine on this course. This course includes:

- Coding with C++,
- Building C++ applications,
- Object-oriented programming with C++,
- How to create games with the Unreal Engine,
- Advancing games developed with Unreal Engine with C++ code,
- And more...

Course Competencies:

- Creating software with C++.
- Developing games with Unreal Engine.

Course Title: iOS Developer Course Course 72 Lab Hours/48 Theory Hours

Outcomes: To teach students iOS app development with Swift and Objective-C. To give students the necessary skills for cross-platform app development using Xamarin.
Core Abilities: iOS and Android operating systems dominate the mobile device market. Students will learn how to create basic apps on both of these OSes using the extremely popular programming languages: Swift and Objective-C. Students will additionally learn to develop cross-platform applications through the use of Xamarin and C#. This course includes:

- Basics of UI/UX design,
- Fundamentals of object-oriented programming,
- Developing iOS apps with Swift,
- How to publish apps to the App Store,
- Object-oriented programming with Swift,
- Basic Objective-C,
- Testing iOS apps,
- Very fundamental C#,
- Creating basic cross-platform apps with Xamarin and Xamarin forms,
- Basic app security concepts,
- And more...

Course Competencies:

- Develop iOS mobile apps with Swift and Objective-C.
- Create basic cross-platform apps with Xamarin and C#.

Course Title: Advanced JavaScript Course Here 150 Lab Hours/50 Theory Hours

Outcomes: To teach students JavaScript development. To give students an introduction to the most in-demand JavaScript tools and frameworks, including: jQuery, AJAX, JSON, Node.js, React, Vue.js, TypeScript, Angular, MongoDB, Ember.js, and the MEAN stack.

Core Abilities: A framework is a set of tools and packages designed to aid in the development of software. JavaScript and its frameworks are arguably the most popular (in terms of wide use) programming language and associated tools. In this course, you will enhance your understanding of JavaScript and its most in-demand frameworks. All of the top tech companies on Earth utilize the technologies covered on this course, including: Google, Facebook and Apple. In addition to JavaScript, you will learn the fundamentals of jQuery, AJAX, JSON, Node.js, React, Vue.js, TypeScript, Angular, MongoDB, Ember.js, and the MEAN stack. This course includes:

- Object-oriented JavaScript programming,
- jQuery syntax,
- An introduction to using Application Program Interfaces with JavaScript,
- Utilizing JSON with AJAX,
- The Model-View-Controller design pattern with JavaScript,
- The basics of Node.js,
- The fundamentals of MySQL,
- An introduction to Vue.js,
- AngularJS syntax,
- How to write TypeScript code,
- Angular fundamentals,
- Ember.js basics,
- Utilizing React,
- Document-oriented databases with MongoDB,
- The basics of Express.js,
- Full stack development with the MEAN stack,
- And more...

Course Competencies:

- Develop full stack web applications with JavaScript.
- Create software and websites with JavaScript frameworks.

Course Title: Java and Android Developer Course Course 72 Lab Hours/48 Theory Hours

Outcomes: To teach students Java software development and Android app development. To give students the fundamentals skills required to write Java software and apps.

Core Abilities: Java is one of the most popular programming languages in the world. It is not only used to create complex software, it is the language used for Android app development. In this course, students will learn the fundamentals of the Java language and be set up to create basic Java software and apps. The Java and Android Developer Course covers:

- Key object-oriented programming terms and concepts,
- Basic Java syntax,

- The Eclipse Integrated Development Environment,
- Object-oriented programming with Java,
- Model-View-Controller (MVC) design pattern with Java,
- Android app development with Java,
- An introduction to Spring MVC,
- The basics of Java Persistence API,
- An introduction to Hibernate ORM (object-relational mapping),
- Fundamentals of Microservices,
- Java libraries,

And more...

Course Competencies:

- Create software with Java.
- Write basic Android apps with Java.

Course Title: Artificial Intelligence Developer Course 60 Lab Hours / 100 Theory Hours

Outcomes: To teach students how to write code using Python. Students will be able to perform basic artificial intelligence functions and development using Python and R programming. They will be able to describe AI fundamentals, execute data and statistical evaluation, visualize data, and create artificial intelligence.

Core Abilities: On this course students will cover basic algebra, data types and structures, data mining basics, data preprocessing fundamentals, and basic Python. This course will also cover:

- AI essentials and AI development tools,
- Machine learning,
- Neural networks,
- Data analysis,
- R programming,
- Data science fundamentals,
- Natural language processing,
- Deep learning,
- Data visualization,
- Chatbots,
- Web scraping,
- Statistics and probability,
- Basic AI algorithms,
- OpenAI API,
- Feature engineering,
- Model training and model evaluation,
- Sentiment analysis,
- Popular data science and AI-centric libraries like: Pandas, Anaconda, TensorFlow, Keras, Theano, SciPy, PyTorch and Matplotlib.

Course Competencies:

- Ability to design basic artificial intelligence software.
- Ability to work with popular AI tools and APIs.

Course Title: Effective Communication Course 20 Lab Hours/20 Theory Hours

Outcomes: To teach students fundamental communication skills. Students will be able to effectively start and guide conversations, convey genuine interest, overcome nervousness, view situations from others' perspectives, and craft effective sales strategies.

Core Abilities: On this course students will cover the fundamentals of communication, techniques for overcoming nervousness, natural communication methods, and viewing situations from others' perspectives. This course will also cover:

- Conveying genuine interest,
- Effectively starting conversations,
- Crafting effective sales strategies,
- Tools for building relationships,
- The importance of trustworthiness as a sales professional,
- How to effectively guide interviews and conversations,
- Basic manners,
- The use of stories in sales.

Course Competencies:

- Ability to effectively start and guide conversations.
- Ability to build and maintain trust in professional relationships.
- Ability to craft and implement effective sales strategies through skilled communication.

Course Title: Leveraging AI and ChatGPT in Sales and Marketing Course 18 Lab Hours/8 Theory Hours

Outcomes: To teach students how to utilize AI and ChatGPT to enhance their marketing and sales efforts. Students will be able to understand data science fundamentals, AI terminology, and effectively use chatbots and ChatGPT in sales and marketing.

Core Abilities: On this course students will cover data science fundamentals and AI terminology. This course will also cover:

- The fundamentals of chatbots,
- How to use ChatGPT,
- Effective utilization of ChatGPT in tech sales,
- Effective utilization of ChatGPT in marketing,
- How to write effective chatbot prompts,
- Crafting content with chatbots,
- Sales training with chatbots.

Course Competencies:

- Ability to utilize AI and ChatGPT for enhancing marketing and sales strategies.

- Ability to write effective chatbot prompts and craft content with chatbots.
- Ability to train and enhance sales efforts using chatbots and AI tools.

Course Title: Marketing Specialist Course 80 Lab Hours/40 Theory Hours

Outcomes: To prepare students to perform Marketing Director functions at virtually any company and teach them how to use cutting-edge tools and software to generate business. Students will be able to manage graphic design, SEO, video editing, social media, email marketing, content management, and event management.

Core Abilities: On this course, students will cover the fundamentals of graphic design, SEO basics, and video editing with Adobe Premiere Pro. This course will also cover:

- Introduction to Salesforce and Salesforce Marketing Cloud,
- Fundamentals of social media (Facebook, Instagram, X [Twitter], and more),
- Using YouTube and managing a channel,
- Utilizing Google Ads,
- Posting ads on major social media platforms,
- Fundamentals of content management systems (CMS),
- Basics of WordPress, Wix, and Squarespace,
- Fundamentals of email marketing,
- Using Hubspot and Mailchimp,
- Improving email deliverability,
- Implementing conversion tracking for Meta ads, Google ads, and X ads,
- Basics of Adobe Photoshop, Adobe InDesign, and Adobe Illustrator,
- Basics of Canva,
- Event management with Eventbrite and Meetup.

Course Competencies:

- Ability to perform Marketing Director functions using industry-standard tools and software.
- Ability to manage and execute comprehensive marketing strategies across various platforms.
- Ability to utilize graphic design, video editing, and CMS tools to create and manage digital content.
- Ability to implement and track marketing campaigns effectively using SEO, email marketing, and conversion tracking techniques.

Course Title: Mastering the Art of Small Talk Course 20Lab Hours/20 Theory Hours

Outcomes: To teach students the essential skills for starting conversations and establishing meaningful relationships through small talk. Students will be able to effectively communicate, network, and apply proven strategies to overcome barriers and form connections.

Core Abilities: On this course, students will cover the fundamentals of small talk, overcoming barriers to introductory communication, and the pros and cons of small talk. This course will also cover:

- Effective listening strategies,
- Techniques to overcome lack of confidence and introversion,
- How to start conversations and form meaningful connections,
- The Dos and Don'ts of small talk,
- The proven 3-step “Small Talk Framework”.

Course Competencies:

- Ability to start and maintain conversations confidently.
- Ability to form meaningful connections through effective communication.
- Ability to apply listening strategies and small talk techniques in sales and marketing contexts.

Course Title: Preparing for Sales Interviews Course 12 Lab Hours/12 Theory Hours

Outcomes: To teach students the necessary steps and preparation required before interviewing sales prospects. Students will be able to mentally prepare, qualify prospects, and effectively research and prepare for sales interviews.

Core Abilities: On this course, students will cover how to mentally prepare for sales interviews and how to qualify prospects. This course will also cover:

- Effectively preparing for sales interviews,
- How to research a prospect ahead of time.

Course Competencies:

- Ability to mentally prepare for sales interviews.
- Ability to qualify and research prospects effectively.
- Ability to implement preparation techniques to ensure successful sales interviews.

Course Title: Sales and Closing Master Course 40 Lab Hours/40Theory Hours

Outcomes: To teach students advanced techniques of closing and sales, building on the foundational skills learned in earlier courses. Students will be able to customize sales approaches, handle objections, professionally interview prospects, and master the entire closing process.

Core Abilities: On this course, students will cover customizing sales approaches based on the prospect and improving sales skills through practice. This course will also cover:

- Techniques for addressing failed closes,
- How to professionally interview prospects,
- How to answer prospect questions,
- How to educate prospects about products and services,
- How to generate interest in oneself and others,

- Effective objection handling,
- How to deal with competitors,
- How to effectively work in a team and with other closers,
- Proven techniques to close prospects,
- Techniques for speeding up the closing process,
- How to address prospects who back out of the sale,
- How to secure the close,
- What to do after the close,
- Addressing invalid accusations from customers,
- How to enact courage and persistence as a tech sales specialist,
- How to demonstrate genuine care for your prospects,
- The importance of hard work in sales,
- The Dos and Don'ts of closing,
- The entire sequence, from start to finish, of how to close a prospect.

Course Competencies:

- Ability to customize sales approaches and handle objections effectively.
- Ability to professionally interview and educate prospects.
- Mastery of the complete closing process, from initial contact to securing and following up after the sale.

Course Title: Sales and Marketing Fundamentals Course 4 Lab Hours/28 Theory Hours

Outcomes: To provide students with a foundational understanding of sales and marketing, including terminology, processes, metrics, and basic techniques. Students will become familiar with the vocabulary and approaches used in these industries.

Core Abilities: On this course, students will cover sales and marketing terminology, sales processes and stages, and sales metrics and KPI fundamentals. This course will also cover:

- Sales positions and titles definitions,
- An overview of basic sales techniques,
- Fundamentals of sales strategies,
- Types of sales software definitions,
- Fundamentals of branding,
- Digital marketing basics,
- Marketing strategies and metrics fundamentals,
- Video conferencing basics.

Course Competencies:

- Ability to understand and use sales and marketing terminology.
- Ability to comprehend sales processes, metrics, and KPIs.
- Ability to apply basic sales and marketing techniques and strategies effectively.

Course Title: Tech and Sales Software Course 30 Lab Hours/18 Theory Hours

Outcomes: To train students in the use of in-demand sales management software, enabling them to successfully navigate these systems and boost sales and closing rates in their careers.

Core Abilities: On this course, students will cover the fundamentals of CRMs and how to use Salesforce and Salesforce Sales Cloud. This course will also cover:

- How to use HubSpot CRM,
- Basics of utilizing Slack,
- Fundamentals of using Microsoft Teams,
- Fundamentals of sales enablement,
- How to use LinkedIn Sales Navigator,
- Utilizing Google Workspace (Google Docs, Google Sheets, Google Slides, Google Forms, Google Calendar, Google Meet, Gmail),
- Fundamentals of crafting effective presentations/PowerPoints,
- How to send contracts and obtain secure digital signatures with Adobe Sign,
- How to send contracts and obtain secure digital signatures with Docusign.

Course Competencies:

- Ability to effectively use CRM software to manage customer relationships.
- Proficiency in utilizing communication and collaboration platforms like Slack and Microsoft Teams.
- Ability to craft effective presentations and manage digital signatures with Adobe Sign and Docusign.

Course Title: Traits of Effective Closers Course 2 Lab Hours/14 Theory Hours

Outcomes: To teach students the successful actions and attitudes of the world's most renowned salespeople, providing a roadmap to excellence in sales by understanding and emulating these traits.

Core Abilities: On this course, students will cover how to emulate the characteristics of the top closers in history. This course will also cover:

- Effective closing techniques from the best salespeople,
- Inspiring videos from premier closers across multiple industries.

Course Competencies:

- Ability to emulate the behaviors and characteristics of top sales closers.
- Mastery of effective closing techniques used by successful salespeople.

SALES ACADEMY VS. THE TECH ACADEMY

"DBA" stands for "Doing Business As" and is a legal term used to indicate that a person or company is operating under a trade name different from their legal name. This is typically done for the purpose of branding. For example, Google is a DBA of Alphabet Inc.

The Tech Academy and The Sales Academy are DBAs of Prosper Consulting Inc. Stated another way, the actual name of our company is Prosper Consulting Inc., and The Tech Academy and The Sales Academy are names used to distinguish some of Prosper Consulting Inc.'s services. Another example is Prosper I.T. Consulting, which is the name we use to describe our software development services. Again, all of these names are underneath the umbrella of Prosper Consulting Inc., which is the actual legal name of our corporation. Our school license belongs to Prospect Consulting Inc.

The Sales Academy boot camps utilize some Tech Academy content, but do not include Live Projects. All Tech Academy policies equally apply to Sales Academy students

OUR CAMPUS

The Tech Academy is located in the Board of Trade building in downtown Portland. We currently occupy the entire second floor. The building does have an automatic door opener for the two front doors and elevator access on all floors. All additional doors on the 2nd floors are propped open for easy access except for the break room door which has a keycode lock.

Our course room, located on the 2nd floor, includes a large computer lab with height adjustable desks and computer monitors. This course room can accommodate up to 40 students. Our course room located on the 2nd floor accommodates up to 48 students and includes adjustable desks, chairs, and a large projector screen.

Bathrooms are located on every floor and also have a keycode lock. It should be noted that bathrooms on the 2nd floor are not wheelchair accessible. The 3rd floor bathrooms are single use and wheelchair accessible.

ANSWERS TO COMMON QUESTIONS:

WHEN WAS THE TECH ACADEMY ESTABLISHED?

The Tech Academy was founded in 2014 by Jack Stanley and Erik Gross.

Its predecessor is Prosper I.T. Academy—a .NET Boot Camp started in 2012 by Erik Gross. Toward the end of 2013, Erik approached Jack for a partnership and The Tech Academy was born.

For more information about our history:

1. Read our About page.
2. Watch our Enrollment Video.

WHEN DO CLASSES START?

Anytime. We offer open enrollment, which means that students can begin immediately. We don't have set start dates like "Classes begin June 1st" and we don't have "cohorts" (groups of students that start and end their training on the same dates).

We allow students to enroll in their boot camp when it is convenient for them.

HOW LONG DO THE BOOT CAMPS TAKE?

We offer several boot camps, ranging from a couple hundred hours to almost 1,000 hours of content and projects.

Students purchase a certain number of weeks of access to their boot camp content and Instructors. If they run out of time before they graduate, they can purchase additional access time for $500 a week.

Each boot camp has a full-time (40+ hours of study a week) or part-time (less than 40 hours of study a week) option.

As of August 2024, the length of each Tech Academy Tech Academy boot camp was as follows (please contact our Admissions Office for the most up-to-date information):

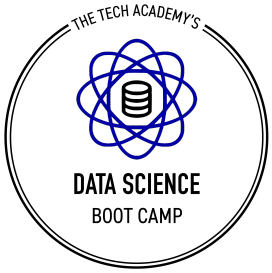
Full-time: 22 weeks
Part-time: 40 weeks

Full-time: 22 weeks
Part-time: 40 weeks

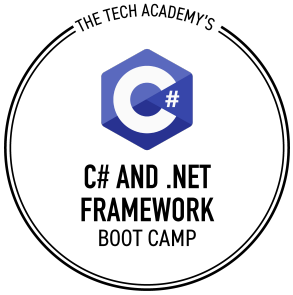
Full-time: 20 weeks
Part-time: 38 weeks

Full-time: 18 weeks
Part-time: 34 weeks

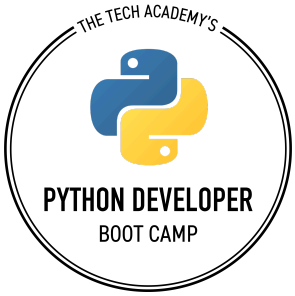
Full-time: 17 weeks
Part-time: 32 weeks



Full-time: 16 weeks
Part-time: 30 weeks



Full-time: 15 weeks
Part-time: 28 weeks



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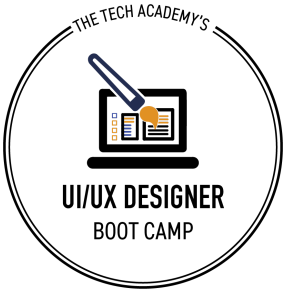

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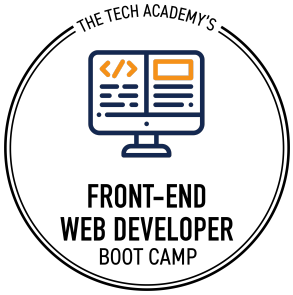
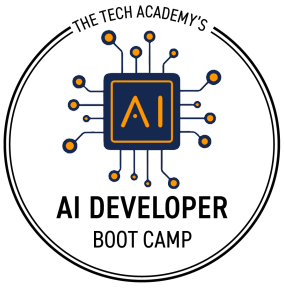
Part-time: 28 weeks



Full-time: 8 weeks
Part-time: 14 weeks



Full-time: 16 weeks
Part-time: 30 weeks

WHAT IS THE REQUIRED STUDY SCHEDULE?

Students set their own study schedule. The program is self-paced. Our online Instructors are available 9:30am–9:00pm PST Mondays–Fridays and 10:30am–4:00pm on weekends. We recommend that students study 40 hours each week but that isn't required.

HOW MUCH DO THE CODING BOOT CAMPS COST?

With the average price of a coding boot camp being $13,584, and with an average length of 15 weeks, we have attempted to price our boot camps as affordably as possible. Here are the full prices of The Tech Academy's boot camps:
https://www.learncodinganywhere.com/codingbootcamps

Contact our admissions staff about current discounts:

info@learncodinganywhere.com (503) 206-6915

WHERE IS THE TECH ACADEMY?

The Tech Academy has one campus which is located in Portland, Oregon.

310 SW 4th Ave Suite 200
Portland, Oregon 97204

Due to the fact that our boot camps can be completed in full online, we have students all over the world. You can enroll at The Tech Academy from anywhere there is an internet connection. Hybrid training (a combination of in-person and at-home study) is also allowed.

CAN I TAKE THE PROGRAM ONLINE AND STUDY FROM HOME?

Yes. The Tech Academy boot camps can be taken online in full. We have students all over America and the world.

Actually, the majority of our students study our programs online.

Our campus is in downtown Portland, Oregon. Students can study from home, at a campus, or both.

Instructors assist online students through a combination of phone calls, video conferencing, emails and screen sharing.

WHAT ARE THE LAPTOP REQUIREMENTS FOR THE BOOT CAMPS?

GAME DEVELOPER BOOT CAMP MINIMUM LAPTOP/DESKTOP SPECS:

- OS: Windows 10 64-bit or Mac OS X 10.9.2 or later
- CPU: Quad-core Intel or AMD, 2.5 GHz or faster
- RAM: 8 GB or more
- GPU: NVIDIA GeForce 470 GTX or AMD Radeon 6870 HD series card or higher
- Video Card/DirectX Version: DirectX 11 or DirectX 12 compatible graphics card
- SSD with a minimum of 256GB of storage

UI/UX DESIGNER BOOT CAMP AND MOBILE APP DEVELOPER BOOT CAMP MINIMUM LAPTOP/DESKTOP SPECS:

- Mac with a minimum of 256GB of storage space and a minimum of 8GB of RAM.

MINIMUM LAPTOP/DESKTOP SPECS FOR ALL OTHER BOOT CAMPS:

- OS: Windows 10
- CPU: i5 processor
- RAM: 8GB
- Hard drive: 128GB (ideally SSD)

IMPORTANT NOTE FOR ALL BOOT CAMPS:

On every boot camp, there are points where Microsoft software and Windows will be required. If you are studying your boot camp on an Apple computer, you will be required to purchase and install Windows and other Microsoft Software. Mac users may have difficulty in switching over. It

is possible to run Microsoft software on an Apple machine, or even install Windows, but there are potential bugs and issues in doing so.

For students in need of a Windows laptop (PC), we have some that are either refurbished or used that can be purchased from the school for $399. These should be able to operate all required software for most boot camps (please note that the Game Developer Boot Camp, Mobile App Developer Boot Camp and Designer Boot Camp require special laptops that we don't sell). The minimum laptop requirements are listed above.

Again, if you are a Mac user and choose not to switch over to a Windows PC for the duration of your training, you will be required to purchase and install Windows, and to run other Windows-based software on your Mac, and there are occasional imperfections when doing so.

DO YOU OFFER ANY DISCOUNTS OR SCHOLARSHIPS?

Contact our admissions staff about current discounts.

info@learncodinganywhere.com or (503) 206-6915

HOW IS THE CURRICULUM CREATED?

Jack Stanley and Erik Gross are the primary creators of the curriculum. The typical, general sequence has been:

1. They create a curriculum plan together,
2. Jack writes the scripts, articles, etc.
3. Erik edits Jack's works.

Many people contributed to The Tech Academy's curriculum as well. For example, you may see other instructors in some of the videos. These instructors were provided direction on what to create from Jack and Erik.

Additionally, Dr. Brent Wilson (Professor over George Fox University Computer Science department) is one of The Tech Academy's curriculum advisors. Multiple individuals with degrees in Computer Science have assisted as well.

On occasion, we utilize resources from other companies, such as Pluralsight or online articles.

WHAT ARE THE PAYMENT OPTIONS?

Per a study by CourseReport.Com, the average price of a coding boot camp in the United States is about $14,000, and the average length is around 14 weeks. With that in mind, we have priced our programs as affordably as possible. In fact, The Tech Academy's "price per week" is far less than the national average, as is the total cost of every one of our full-time boot camps.

Here are the tuition payment options:

A. Up-Front Tuition Payment With 50% Off Discount.

This is the most affordable option and is the only payment method that includes a discount. Up-front payment can be made in several ways, including:

- Personal funds, such as savings,
- Credit card,
- Help from family or a friend,
- Financing company, etc.

As a note, credit cards are less expensive (in terms of interest and fees) than financing companies, so if you have to choose between the two, we recommend using a credit card. Our admissions staff can provide you with advice on where to apply for credit, loans and/or financing.

B. Monthly Payments.

Regardless of your financial situation, there is a tuition option for you!

If you have any questions about tuition financing options, please contact The Tech Academy's Admissions Office so we can answer questions and provide guidance:

info@learncodinganywhere.com (503)206-6915

DO YOUR BOOT CAMPS INCLUDE PAIRED-PROGRAMMING?

There are opportunities for paired-programming for students who attend in-person at one of our many campuses.

HOW DOES THE TECH ACADEMY MAINTAIN ITS HIGH JOB PLACEMENT RATE?

The final course on our boot camps is the Job Placement Course. This covers vital topics, including:

- How to interview
- Writing a resume
- Where to find tech jobs

And more...

Additionally, we have job placement staff that assists students in landing technical positions. To date, they've assisted hundreds of our graduates with getting hired in the industry.

WHAT IS THE TECH ACADEMY'S JOB PLACEMENT RATE?

You can review The Tech Academy's outcome statistics at www.cirr.org/data

IS THE TECH ACADEMY ACCREDITED?

The Tech Academy is a licensed career school through the Higher Education Coordinating Commission.

WHAT CERTIFICATION DO YOU OFFER?

As a licensed trade school, we are authorized to issue certificates for our programs.

Boot camp graduates receive a certificate for their boot camp upon completion.

WHAT IS YOUR REFUND POLICY?

The refund policy varies state to state. For the refund policy for your state, please refer to your Student Enrollment Agreement. The data in this section is our refund policy for the state of Oregon.

Students are granted a pro-rated refund based on the date they signed their enrollment agreement. It is calculated based on the number of weeks that have passed since the date on the enrollment agreement (not on hours studied, credits obtained, etc.) and regardless of time taken off the program (for example: if the student was not studying during the time that passed or if they were on a leave of absence, the weeks are still counted as time since the date of enrollment). Refunds are counted against the number of calendar weeks that have passed since the date on the Enrollment Agreement and regardless of any other factors. No refunds are granted 50% into the program.

As a note: students that enroll with an Income Share Agreement (ISA) or in-house financing (monthly payments to The Tech Academy) do not receive refunds – they are ineligible for refunds.

If you feel you may refund, we recommend not enrolling because typically it results in the student losing money.

NOTE: students who used a financing company do not receive refunds. The refund is paid from The Tech Academy to the financing company.

For further specifics on the refund policy for each boot camp, please contact one of our admissions staff here: info@learncodinganywhere.com or (503) 206-6915, or consult our Student Enrollment Agreement.

DO YOU OFFER ANY SORT OF REFERRAL PROGRAM?

We offer a 5% commission payment for anyone you refer that ends up taking the boot camp.

If you want, you can apply the 5% toward your tuition for a discount!

To refer someone to our coding boot camps, contact our admissions staff and let them know the person's name, email address and phone number:

info@learncodinganywhere.com (503) 206-6915

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STUDENT APPLICATION POLICY

Below is The Tech Academy's policy on how all student applicants are handled. This is considered our admissions policy:

- Students must be 18 years of age prior to enrolling into the school.

- Student must have completed all Tech Academy Overview (also called the Registration Process) steps on our website, which requires the following of the student (not necessarily in this sequence):

    - A survey that covers the student's background and interests in technology.
    - Watch The Tech Academy's Enrollment Video and the videos that describe our boot camps and courses in full.
    - Pass our IQ test (minimum IQ is 110 points). Students who fail entry testing may retake the tests.
    - Communicate with a Tech Academy employee and have all questions answered.
    - Complete an admissions interview with an authorized Tech Academy employee.
    - Be accepted into their program by an authorized Tech Academy employee.
    - Pay tuition.
    - Read all student policies, watch all relevant orientation videos and study The Tech Academy catalog in full.
    - Agree to a study schedule they will follow for the duration of their training.
    - Sign an Enrollment Agreement, and other enrollment paperwork, which includes agreeing to follow all Tech Academy policies.

    All requirements are included in The Tech Academy Overview steps (which begins directly after our account creation page/contact form).

- The first step that all students complete after enrolling is the Welcome to The Tech Academy Course. This course includes all school policies and orients new students.

During the enrollment process, students are encouraged to make all questions and concerns known to our admissions staff so they can be addressed prior to beginning their boot camp.

NON-DISCRIMINATION POLICY

The Tech Academy does not discriminate against applicants on the basis of sex, age, race, color, ethnic origins, religion, or sexual orientation:

(A) Standards for treatment of students who are members of protected classes as defined in ORS 659.850;

(B) Recourse of students who believe they have been discriminated against, including this statement: “Any person unlawfully discriminated against, as described in ORS 345.240, may file a complaint under 659A.820 with the Commissioner of the Bureau of Labor and Industries”

(C) School’s policies governing employees will be enforced in situations where instructional staff or other school personnel have been found to have engaged in discriminatory behavior;

ACADEMY GUIDELINES

Students are expected to abide by the conduct regulations laid down in this and other school policies. The following policies apply to Instructors, students, and employees of The Tech Academy:

- Courses are overseen by Instructors. Instructors are there to help the student through the curriculum. Instructors are not always experienced software developers – some are, some aren't – but they are trained in assisting students to understand what they're studying. Our Instructors are chosen based on their skill level in educating others. We strive to hire Instructors who are kind, patient and have a passion to help people. Instructors are usually graduates of our Software Developer Boot Camp to ensure they are familiar with all the content of our programs.

- The curriculum is delivered as a sequenced series of courses – each one written assuming the student has completed the prior ones in the sequence. The courses are composed of step-by-step assignments which are done by the student in sequence to train the student in an exact area. Each student moves through courses at their own pace.

- The Tech Academy boot camps are delivered through an online Learning Management System (LMS). This LMS was developed in-house by The Tech Academy and includes all the courses, a messaging system, and other useful functionality for employees and students.

- Students are asked to send in reports daily to their instructor (Daily Reports). The purpose of this is to ensure the students are being cared for and that any issues needing addressed are handled rapidly. These Daily Reports are included inside the LMS.

- Once a week, each student is individually surveyed. This is called a Weekly Student Interview. These surveys are submitted through our LMS.

- Students are encouraged to direct all job placement questions to our Job Placement staff.

- If a student is dissatisfied for any reason, they are encouraged to immediately make their concerns known to an Instructor. Students can also convey upsets in Daily Reports and Weekly Student Interviews.

- Students are to maintain contact with the school throughout their program and answer communication received from Academy staff.

- The school has a Regulations Director who has the job of ensuring all employees and students are following the policies of The Tech Academy.

- Students who remain out of touch with the school for 7 consecutive days will have a Report written on them. The Regulations Director will then pause the student's access to the LMS

until the student gets in touch with the Regulations Director and completes any directed handling. The Regulations Director may direct that the student re-studies the applicable school policies. The Regulations Director will ensure the student has a study schedule, agrees to follow it, and that the student agrees to stay in contact with the school, prior to allowing re-access to the LMS.

- Students out of touch with the school for 14 consecutive days (no communication) will be relinquished (expelled) from their boot camp. Students so expelled can re-apply – but, if re-accepted, must re-do the Welcome to The Tech Academy Course (which includes all student guidelines and policies). It is the school's discretion as to whether or not the student will be charged further tuition.

- Students are granted a limited number of weeks of access to the LMS. Students who go past this point in time are considered "overdue." Overdue students will be locked out of the LMS and can choose whether or not they wish to pay additional tuition for continued access to the LMS. Overdue students are granted 90 days job placement assistance for no additional tuition.

- Students are expected to treat Tech Academy employees with courtesy and to cooperate with them. Tech Academy employees are expected to treat students with the same courtesy. Students who are rude or uncooperative will be reported to the Regulations Director and have their course access suspended, pending handling. Extreme cases can result in student relinquishment (expulsion). If a student feels they've been mistreated by a Tech Academy employee, they are encouraged to make this known so the matter can be resolved.

IN-PERSON GUIDELINES

The following guidelines are specific to local (attending training in-person at a campus) students:

- No food is to be eaten or stored in classrooms. Please eat in the kitchen area. Beverages can be consumed in classrooms.

- Students are not to talk on their cell phones in the class area. If they must speak on the phone, they must step out. Cell phones are kept on silent so as to not distract other students.

- Students who have questions about their studies are to ask an Instructor. Students shouldn't ask other students questions about their course. If a student needs to speak with another student about issues with their course, they should inform the Instructor first. Students can help one another and can answer each other's questions if they coordinate through their Instructor. The purpose of this is to ensure students aren't randomly interrupted during their studies by others.

- Students who are partnered up by an Instructor can talk with one another without going

through the Instructor.

- Students should endeavor to not interrupt fellow students with noises or other distractions.

- Students should not walk up to the Co-Founders (or other non-Instructor Tech Academy employees) with questions. Students with questions should first ask their Instructor. If the student feels they must meet with a Tech Academy executive, the student sets this up through their Instructor. The Instructor would be the one to coordinate the student meeting with the applicable Tech Academy employee. The purposes behind this policy are as follows:

    1. To ensure the students have minimum downtime and are serviced rapidly.

    2. To prevent interrupting staff who are otherwise occupied.

    3. To make sure the student is seen by the proper employee – one that can actually assist them.

    4. It's the Instructor's job to handle student issues, so skipping them prevents them from performing their duties.

- Instructors are not required to physically be in the course room at all times but should be present the majority of the time. Instructors are authorized to keep their cell phones on silent in the course room but if they need to take a call, they should step away.

- Students are expected to keep their space neat and to clean up their work area before leaving each day.

- If a student notices anything wrong (such as broken equipment, issues with another student that should be known by The Tech Academy, etc.), they are encouraged to write up all the details and hand in a report to their Instructor (this can also be an email or a message – it just needs to be in writing). The Instructor will ensure proper action is taken to address the issue.
- The classrooms at our campuses are meant for studying. Therefore, students engaging in gaming or fooling around on their computer for hours must do such activities at home, in our student lounge or lunchroom. The Academy exists for studying our programs. Students found violating this point may be contacted by the Regulations Director for handling.

STUDENT TIPS FOR PROGRAM COMPLETION

There are some important points we've found that make the difference between successful completion of our coding boot camps and a lack of success. While the majority of students do complete our programs, we've isolated the major causes of program failure. Specifically, after training thousands of developers, we've located common denominators among individuals who failed to graduate. We are going to make these points known here in the hopes of making our programs a success for every single student!

Students that did not make it through our boot camps shared the following points in common:

- Did not have a set study schedule.
- Did not follow their study schedule.
- Were out of contact with the school and Instructors. Meaning, they failed to answer emails, messages, calls, etc.
- Didn't ask for help or communicate issues to the school.

Simply put, students who don't regularly study on their program and aren't in contact with us have a much lower success rate than those who adhere to a study schedule and stay in touch.

It is school policy that Instructors answer student communication as rapidly as is feasible. We attempt to answer all student communication in a timely fashion (if you ever experience this not being the case, please make it known in a Daily Report or a Weekly Student Interview) and we ask that students do the same in return. Students that drop out of touch cause unnecessary use of school resources in terms of repeated phone calls, emails, etc.

Therefore, the following policies exist:

- Each student has a set study schedule that they adhere to.
- Students inform Instructors of schedule changes and notify them when they will miss scheduled study time.
- Students stay in contact with their Instructors regularly. Not only answering messages, emails, calls, etc., but originating communication when necessary.

GET OUT WHAT YOU PUT IN

Our advice on completing your boot camp is: YOU WILL GET OUT OF IT WHAT YOU PUT INTO IT. This has been proven time and time again.

Frankly, in analyzing which students landed the top jobs and are currently doing the best in the industry, they are those who kept to a study schedule, put in as much time as they could (including part-time students) and stayed in tight communication with the school. We have written this policy to help you be as successful as possible in this venture.

As a Tech Academy student, please set and follow a schedule and stay in touch with our Instructors. We're confident that you can make it through and land a job as an entry-level technology professional!

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ACADEMY SCHEDULE

The typical school hours for The Tech Academy, given in Pacific Time, are 9:30 a.m. - 9:00 p.m. Mondays - Fridays.

Local Portland students can study at the Portland campus during those times. Other campuses have different hours of operation (ask a Tech Academy employee for details).

Remote students (and local students studying from home) can expect Instructor responses during those hours.

STUDY HOURS

The Software Developer Boot Camp is composed of around 1,000 hours of content and assignments. The other boot camps are made up of hundreds of hours of content and work.

If you had 22 weeks of access to the LMS, it would take an average of 40 hours of study a week to complete the Software Developer Boot Camp. That's a full-time job for a little over five months.

While this may seem like a lot of hours of study, this is a boot camp. Keep in mind that some code schools require 60 hours a week of study at their campus. We have attempted to make our programs more flexible, allowing varying study schedules for students but our programs are made up of a massive amount of data, delivered in a relatively short period of time.

HAVING A STUDY SCHEDULE

Each student is to have a documented study schedule. This schedule is entered in the LMS. The main reason for this is to ensure the student completes their program in their allotted number of weeks.

The primary reason students don't complete their boot camp or go overdue is: not having and adhering to a study schedule. Students who fail to follow their study schedule may be contacted by the Regulations Director.

The Regulations Director has the right to pause a student's access to the LMS as needed, pending a handling on their study schedule. Students are expected to complete handlings directed by the Regulations Director prior to continuing with their studies.

Students who are going to miss study time should immediately inform an Instructor. The key is to stay in contact with the school and keep us apprised of what's happening. More communication is always the answer.

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BOOT CAMPS

When The Tech Academy was founded, it was based off of the 50-70 hour-per-week model of boot camps in the San Francisco Bay Area. Entrance requirements there were very strict; very few people were accepted, and to get through those programs one had to live and breathe code for 3 or 4 months straight. We certainly don't have that model, but there are certain aspects of what made those schools successful in preparing people rapidly for a career in software development that we want to emulate.

We want to be convenient and understanding but, for example, many other Code Schools require students to attend weekdays 9-5, 40 hours a week and are only open about half the hours that we are open.

The point is this: If you can study, then study. The more you study, the faster you will complete your program and get employed.

OUT OF TOUCH STUDENTS

Students remaining out of touch with the school for seven consecutive days (one week) will have their access to the LMS paused. Students must then contact the Regulations Director to reach an understanding and resume their training.

Students who are out of touch with the school and not returning communication for 14 consecutive days will be relinquished (expelled) from their program. After relinquishment (expulsion), students who wish to return to their boot camp are re-accepted at the Regulations Director’s discretion and complete any handlings directed.

REPETITION OF BOOT CAMP COURSES

Students who successfully complete a boot camp course will be issued a certificate of completion and will not be allowed to take the boot camp again.

SUMMARY

As long as you:

1. Stay in touch with the school, answering communication and keeping us updated,
2. Ask for help when you need it, and
3. Have and follow a study schedule,

then your probable success as a student will be *greatly* increased. Help us help you by following these simple guidelines.

STUDENT QUESTIONS

The following shows the sequence of escalating needed assistance and issues and is for student use. When you need help, please follow this chart (starting at the bottom):

Co-Founders
↑
President
↑
Dean
↑
Chief Technology Officer
↑
Academy Director
↑
Instructors

Students are encouraged to obtain help from Instructors first because:

A. Instructors are our best employees when it comes to answering student questions, and

B. Handling student questions and concerns is the Instructor's job.

We also encourage students to help each other through coding difficulties that come up throughout training. For example: if a student is stuck on an HTML exercise, the Instructor may grab someone who is amid JavaScript (which comes later on our programs) and have the JavaScript student assist the HTML student through. There are several reasons why this is useful:

1. On the job, you will find yourself assisting other developers,

2. When employed, you will collaborate with others and get help from people with more experience, and

3. Working with other students is a great opportunity for “paired-programming” and to solidify your own understanding.

Important note: Instructors will encourage students to attempt to handle difficulties they run into on their own, if at all possible. Meaning, Instructors will ensure that students exhaust all resources prior to helping them through a barrier. The reason for this is simple but important: The Tech Academy exists to teach you how to solve problems and learn new things. If students are spoon-fed data and Instructors solve every problem for them, we don’t turn out competent developers.

On the job, you will run into issues and difficulties that require strong problem-solving abilities. Students should definitely get help from Instructors when needed, but it should be after the student has attempted to handle the issue themselves.

The point here is: students should first attempt to figure out bugs themselves and then, failing that, get Instructor assistance. One should not “hit a wall” and then immediately contact an Instructor. Instead, one should first try to overcome the barrier on their own.

If you feel you need to see an executive employee, please inform an Instructor so they can help arrange that. Instructors will attempt to handle student issues to prevent the need to escalate.

Also, in addition to making your concerns known as they come up, please convey any outstanding issues in your Daily Reports and/or Weekly Student Interviews. If students don't communicate their upsets, we can't address them. We strive to handle situations as smoothly and as rapidly as possible.

CHALLENGE

Completing your coding boot camp will be a challenge. It takes persistence, patience, hard work and applying oneself. If it was easy, there would be more technology workers and we wouldn’t have a shortage. Granted, we have attempted to make our programs as easy as possible but it does increase in difficulty as you move through it – and coding can be frustrating.

We’ve included the secrets of what it takes to succeed as a student in these policies and within our curriculum – so study, apply the data, and you’ll greatly increase your chances of success!

STUDENT CONDUCT

This policy covers the disciplinary system for The Tech Academy.

As covered in other policies, a Regulations Director exists to help ensure students and employees are following Tech Academy policies. They additionally handle students who have difficulty with maintaining their agreed-upon schedule, students who are not complying with the policies of The Tech Academy and those who are found to be excessively uncooperative. Overdue students (students who have utilized all of their allowed weeks on their program) are also handled by the Regulations Director, as well as students who drop out of touch with the school.

The Regulations Director has the authority to relinquish (expel) students, and can also correct Tech Academy employees. Students agree to complete handlings (such as re-studying policies and re-watching videos) directed by the Regulations Director.

REGULATIONS DIRECTOR HANDLINGS

The Regulations Director typically handles student issues in the following way:

1. Receive a Report on a student indicating a situation of some sort.
2. Pause the student's access to the LMS.
3. Contact the student and rectify the issue, ensuring the students and employees concerned are corrected as needed.
4. Grant the student re-entry into the LMS so they can resume studying their program.

REASONS FOR RELINQUISHMENT

The most common reasons that students are relinquished (expulsion) are:

a. They are overdue and have used up their allowed time on their boot camp.
b. They have been out of touch with the school for 14 consecutive days.
c. They are consistently failing to follow school policies or refusing to adhere to them.

Students can also be relinquished for illegal activities, including illegal substance abuse. Occurrences of rude and offensive conduct toward employees and/or other students, or a failure to stay in contact with the school from enrollment through to graduation, can also result in relinquishment.

Instructors can recommend students for relinquishment.

ESCALATION OF DISCIPLINARY ACTION

Here is the typical sequence of escalated discipline the Regulations Director takes with students:

1) Communication with the student regarding the violation,
2) Having the student re-study applicable company policy(ies),
3) Written citation (usually up to three Reports),
4) Meet with the student (typically up to two times),
5) Expulsion.

Severe violations may result in immediate expulsion.

Disciplinary action usually will result in an agreed-upon handling between the student and the involved Tech Academy employee. School employees are to document student violations and any handlings done in Student Folders.

FALSE REPORTS

Sometimes inaccurate information is reported about students. Such as: "___ has been out of touch with the school for two weeks," or, "___ is overdue on their program," only to find out our records were in error somehow.

If you feel our data is incorrect in any way, please let the Regulations Director know immediately. The Regulations Director has been trained to operate only on facts, and they are interested in student success. The key is communication. Please clarify any misunderstandings through calm discussion.

STUDENT CONFLICT RESOLUTION

In the case of conflicts between students, it is expected that students peacefully resolve issues amongst themselves through communication.

If conflicts are not resolved through student communication, students are encouraged to make any issues known in a Daily Report or Weekly Student Interview. Issues of this nature will then be addressed with communication between concerned students, with a Tech Academy employee present (most likely the Regulations Director). These meetings are documented and filed in the applicable students' folders.

Such meetings typically result in an agreed-upon resolution handling. In cases of conflict resolution wherein a student is found to be excessively unkind to another or others, disciplinary action may be taken in accordance with this policy.

STUDENT SUCCESS

The best way to avoid disciplinary actions is to follow the policies of our school and stay in communication with our employees. Our policies are one of the keys to our student completion rate and high job placement rate. We want you to make it through and succeed, and we are here to help!

COURSE COMPLETIONS

To graduate a course, students must complete every step of the course.

Skipping steps is not allowed. This means that students are required to read every article and definition, watch every video in full, fill out every quiz, turn in all assignments and complete all exams.

There are several reasons for this, including:

1) Later steps on bootcamps assume that all prior steps have been completed.

2) The curriculum was designed to bring about well-rounded, entry-level developers. Every step of each boot camp was designed with that product in mind.

3) Later steps of bootcamps occasionally refer back to earlier steps.

ASSIGNMENTS

Throughout training, there are various assignments where students submit work to Instructors for review. If students fail an assignment, *they must fix and resubmit the assignment before continuing on their bootcamp*.

This also applies to other directions from Instructors. For example, if an Instructor provides feedback on a coding project, students make these revisions and resubmit it.

With some assignments, we have designed our LMS to prevent students from progressing too far ahead of a failed assignment.

Instructors are graduates of our bootcamps and are aware of what lies ahead for students on their program – Instructor directions are meant to help students and ensure they don't run into issues later. If a student misses an important concept early on, the advanced concepts that come later may be over their head. Beyond graduating from a bootcamp, our Instructors complete extensive training as educators. This training minimally includes The Tech Academy Instructor Course and Apprenticeship – which typically takes over 100 hours to complete. Therefore, students are expected to follow Instructor recommendations.

EXAMS

Each course ends with an examination – a final test. These are questions with multiple choice answers that cover only data that was actually gone over on the course. The passing grade is 85%. Less than 85% is a failing grade and requires that students do a quick restudy of the missed areas, and then retake the exam as many times as necessary to achieve a passing grade. Students do not move onto the next course until the final exam on the previous course is passed.

PURPOSE

The purpose of all of this is to ensure students don't go past subjects they don't understand. By honestly completing the bootcamp, students gain the necessary skills that we know (from decades of combined experience in the tech industry) are in demand and expected of junior-level technology professionals.

We realize that some of what is being covered in this policy requires some degree of faith in The Tech Academy. We have trained thousands of students and have one of the best outcome results in the industry. Our training and policies are based on years of experience in training developers and we have found time and time again that the students who aren't successful are those that don't follow our recommendations and don't honestly complete their bootcamps (i.e. they skipped and/or didn't listen to Instructors).

This policy exists to ensure that students get the most out of their training and are set up for the highest probability of success. Good luck!

TESTING

Tech Academy student applicants take an IQ test and personality assessment for entry. This is not required for Sales Academy students.

Some courses have Tests on them that verify the student's knowledge and ability to apply information studied. Instructors grade the tests and inform the student of any errors. Tests are either passed (100% correct) or failed (anything less than 100%). The student is corrected by re-studying erred data or through communication with an Instructor. Students that fail a course or test are allowed to correct their answers, thereby reaching a "pass".

TECH ACADEMY STUDENT ENROLLMENT AGREEMENT

Prosper Consulting Inc.,
DBA The Tech Academy
310 SW 4th Ave Suite 200
Portland, OR 97204
(503)206-6915
info@learncodinganywhere.com
www.learncodinganywhere.com

STUDENT INFO

Our career school license requires that we have all students sign an Enrollment Agreement with our school and that in it we gather certain information. This Enrollment Agreement is to be read, filled out and signed by the student prior to starting their educational program at Prosper Consulting Inc. (hereafter referred to as "The Tech Academy" or "Tech Academy"). This is a formalized agreement and legally-binding document relating to the student's attendance at The Tech Academy.

The Tech Academy does not discriminate against applicants on the basis of sex, age, race, color, ethnic origins, or sexual orientation. Please fill the following out in full:

_____ _____
Student's name (hereafter referred to as "student") Email address

_____ _____
Street address City

_____ _____ _____
State (if applicable) Zip code (if applicable) Country

_____ _____
County (if applicable) Phone number

_____ _____
Student's start date (When will you begin to study?) Date of birth

_____ _____
Emergency contact's name Emergency contact's phone number

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Student's gender	Name of last High School attended
Did you graduate High School? (Yes/No)	If so, what year did you graduate?
Did you receive a GED? (Yes/No)	If so, what year did you get your GED?

US Veteran? (Yes/No)	Any disabilities? (Yes/No)	What is your ethnicity?

CODING BOOT CAMPS

The Tech Academy offers the following coding boot camps (in alphabetical order):

1. AI Developer Boot Camp, which consists of:
   a. Computer and Technology Basics Course
   b. Overview of Software Development Course
   c. Version Control Course
   d. HTML and CSS Course
   e. JavaScript Course
   f. Database and SQL Course
   g. AI Developer Course
   h. Project Management Course
   i. Data Science Live Project
   j. Job Placement Course

2. C# and .NET Boot Camp, which consists of:
   a. Computer and Technology Basics Course
   b. Overview of Software Development Course
   c. Version Control Course
   d. HTML and CSS Course
   e. JavaScript Course
   f. Database and SQL Course
   g. Visual Studio Course
   h. C# and .NET Course
   i. Project Management Course
   j. C# Live Project
   k. Job Placement Course

3. Cyber Security Boot Camp, which consists of:
    a. Computer and Technology Basics Course
    b. Overview of Software Development Course
    c. Hardware and Networks Basics Course
    d. Hardware and Networks Security Course
    e. Version Control Course
    f. HTML and CSS Course
    g. Front-End Development and Security Course
    h. Database and SQL Course
    i. Back-End Security Course
    j. Cyber Security Course
    k. Project Management Course
    l. Cyber Security Live Project
    m. Job Placement Course

4. Data Science Boot Camp, which consists of:
    a. Computer and Technology Basics Course
    b. Overview of Software Development Course
    c. Version Control Course
    d. HTML and CSS Course
    e. JavaScript Course
    f. Database and SQL Course
    g. Data Science Course
    h. Project Management Course
    i. Data Science Live Project
    j. Job Placement Course

5. Front-End Web Developer Boot Camp, which consists of:
    a. Computer and Technology Basics Course
    b. Overview of Software Development Course
    c. Version Control Course
    d. HTML and CSS Course
    e. JavaScript Course
    f. Project Management Course
    g. Front-End Live Project
    h. Job Placement Course

6. Game Developer Boot Camp, which consists of:
    a. Computer Basics Course
    b. Overview of Software Development Course
    c. Version Control Course
    d. HTML and CSS Course
    e. JavaScript Course
    f. Database and SQL Course
    g. Visual Studio Course

h. C# and Unity Course
i. Project Management Course
j. C# and Unity Live Project
k. C++ and Unreal Engine Course
l. C++ and Unreal Engine Live Project
m. Job Placement Course

7. Java and Android Developer Boot Camp, which consists of:
   a. Computer Basics Course
   b. Overview of Software Development Course
   c. Version Control Course
   d. HTML and CSS Course
   e. JavaScript Course
   f. Database and SQL Course
   g. Java and Android Developer Course
   h. Project Management Course
   i. Java and Android Live Project
   j. Job Placement Course

8. JavaScript Developer Boot Camp, which consists of:
   a. Computer Basics Course
   b. Overview of Software Development Course
   c. Version Control Course
   d. HTML and CSS Course
   e. JavaScript Course
   f. Database and SQL Course
   g. Advanced JavaScript Course
   h. Project Management Course
   i. JavaScript Live Project
   j. Job Placement Course

9. Mobile App Developer Boot Camp, which consists of:
   a. Computer Basics Course
   b. Overview of Software Development Course
   c. Version Control Course
   d. HTML and CSS Course
   e. JavaScript Course
   f. Database and SQL Course
   g. Java and Android Developer Course
   h. iOS Developer Course
   i. Project Management Course
   j. Mobile App Live Project
   k. Job Placement Course

10. Python Boot Camp, which consists of:
    a. Computer and Technology Basics Course
    b. Overview of Software Development Course
    c. Version Control Course
    d. HTML and CSS Course
    e. JavaScript Course
    f. Database and SQL Course
    g. Python Course
    h. Project Management Course
    i. Python Live Project
    j. Job Placement Course

11. Software Developer Boot Camp, which consists of:
    a. Computer and Technology Basics Course
    b. Overview of Software Development Course
    c. Version Control Course
    d. HTML and CSS Course
    e. JavaScript Course
    f. Database and SQL Course
    g. Python Course
    h. Project Management Course
    i. Python Live Project
    j. Visual Studio Course
    k. C# and .NET Course
    l. C# Live Project
    m. Job Placement Course

12. UI/UX Designer Boot Camp, which consists of:
    a. Computer and Technology Basics Course
    b. Overview of Software Development Course
    c. Version Control Course
    d. HTML and CSS Course
    e. JavaScript Course
    f. Database and SQL Course
    g. UI/UX Designer Course
    h. Project Management Course
    i. UI/IX Live Project
    j. Job Placement Course

ADMISSION REQUIREMENTS

- Students must be 18 years or older prior to enrolling.
- The student is surveyed to find out their background in technology, previous knowledge will be noted but credits from previous education will not be counted towards any of the boot camps offered.

- The student watches Tech Academy's Student Enrollment video.
- The student has communication with an employee of The Tech Academy to get any questions answered.
- If the student decides to enroll, the student takes entry testing. The student must score a minimum of 110 on the IQ test.
- If the student is not accepted, he is informed and offered to retake the testing.
- If the student is accepted, they read all enrollment materials, fill out enrollment paperwork and pay tuition.
- The student is then completed on the Student Applicant Checklist (a list of actions to set up a student for study; it contains such steps as: provide student access to the courses, fully orient the student, etc.).

AVERAGE COMPLETION TIMES

The designation "full-time" means: "a student who studies 40 or more hours each week." The designation "part-time" means: "a student who studies between 20 and 39 hours each week."
The coding boot camps have the following average completion times and price:

1) AI Developer Boot Camp: 16 weeks full-time and 30 weeks part-time – about 640 study and work hours. $18,000 full tuition price.
2) C# and .NET Boot Camp: 15 weeks full-time and 28 weeks part-time – about 600 study and work hours – $16,000 full tuition price.
3) Cyber Security Boot Camp: 20 weeks full-time and 38 weeks part-time – about 800 study and work hours. $18,000 full tuition price.
4) Data Science Boot Camp: 16 weeks full-time and 30 weeks part-time – about 640 study and work hours. $18,000 full tuition price.
5) Front-End Web Developer Boot Camp: 8 weeks full-time and 14 weeks part-time – about 336 study and work hours. $12,000 full tuition price.
6) Game Developer Boot Camp: 22 weeks full-time and 40 weeks part-time – about 900 study and work hours. $20,000 full tuition price.
7) Java and Android Developer Boot Camp: 15 weeks full-time and 28 weeks part-time – about 600 study and work hours – $16,000 full tuition price.
8) JavaScript Developer Boot Camp: 17 weeks full-time and 32 weeks part-time – around 700 study and work hours. $18,000 full tuition price.
9) Mobile Developer Boot Camp: 18 weeks full-time and 34 weeks part-time – about 700 study and work hours. $18,000 full tuition price.
10) Python Boot Camp: 15 weeks full-time and 28 weeks part-time – about 600 study and work hours – $16,000 full tuition price.
11) Software Developer Boot Camp: 22 weeks full-time and 40 weeks part-time – about 900 study and work hours. $20,000 full tuition price.
12) UI/UX Designer Boot Camp: 15 weeks full-time and 28 weeks part-time – about 600 study and work hours – $16,000 full tuition price.

Students who cannot study an average of 20 hours each week should not enroll in Tech Academy. Tech Academy does not guarantee that the student will complete in the aforementioned average completion times.

BOOT CAMP

Please write which boot camp you are enrolling in here:

_____

(name of chosen boot camp)

The Tech Academy agrees to provide the student with the full services listed under their chosen boot camp above.

The student agrees to enroll in The Tech Academy, purchase its full coding boot camp program, pay the applicable tuition for the program and complete the program curriculum as listed above, unless otherwise arranged in writing with an authorized The Tech Academy employee. The student is free to cease attending at any point (see “Refunds” section below). The student may choose not to do some of the above courses but this does not affect the tuition payment, refund policies or anything else contained herein. The tuition covers weeks of access to The Tech Academy’s Learning Management System (LMS).

TUITION AND WEEKS ON PROGRAMS

The Tech Academy is offering 50% off the tuition for students who pay for their tuition in full upfront this month. Students that do not pay for their full tuition up front (i.e., those who finance their tuition through “in-house financing” or some other such non-full up-front payment arrangement) do not receive this discount. Here is the pricing list with the 50% discount applied:

- AI Developer Boot Camp: $8,980
- C# and .NET Boot Camp: $7,980
- Cyber Security Boot Camp: $8,980
- Data Science Boot Camp: $8,980
- Front-End Web Developer Boot Camp: $5,980
- Game Developer Boot Camp: $9,980
- Java and Android Developer Boot Camp: $7,980
- JavaScript Developer Boot Camp: $8,980
- Mobile App Developer Boot Camp: $8,980
- Python Boot Camp: $7,980
- Software Developer Boot Camp: $9,980
- UI/UX Designer Boot Camp: $7,980

Additionally, The Tech Academy occasionally offers additional scholarships/discounts that may further reduce the tuition price. If you were granted a special scholarship or discount, please account for this when writing in the price below.

What is the total tuition price, after all scholarships and discounts, that you are paying?:

_____

(total tuition cost for student)

The student is purchasing 52 weeks of access to the LMS and their boot camp content.

The tuition purchases a total number of weeks of access to The Tech Academy's Learning Management System – the student is purchasing time.

The student's number of weeks begin on the "Student start date is" date written earlier in this Enrollment Agreement. The weeks are consecutive with no breaks. Should the student run out of time and need more weeks, they can purchase additional weeks (at Tech Academy's discretion) at the price of $500 a week. Boot camp completion times are based on a full-time study schedule (40 hours per week).

JOB PLACEMENT

Upon completion of the above program, The Tech Academy will assist the student in job placement. Each student receives up to 90 days of additional job placement assistance after he/she graduates. The Tech Academy will provide the student with advice, help and possibly connections to assist the student in getting a job as a junior technology worker after the student graduates. We do not guarantee employment. We assist the student's efforts to secure a junior tech position for which he or she is qualified. The student is fully responsible for obtaining a job. The student agrees to stay in contact with The Tech Academy's job placement team while enrolled and during the 90 days additional job placement assistance time. The student also agrees to provide the job placement staff with information about their employment – including, but not limited to: company employed by, work hours, position name, and pay rate.

ACADEMY POLICIES

The student has fully read and agrees to abide by the policies of The Tech Academy, including but not limited to:

- Student Application Policy policy
- Academy Guidelines policy
- Local and Remote Students policy
- Academy Schedule policy
- Student Conduct policy
- Student Questions policy
- Student Tips for Program Completion policy

- Course Completions policy

The student acknowledges having viewed the Student Enrollment Video in full and the video which describes their chosen boot camp in full, and agrees to their contents. The student has read and understood The Tech Academy's catalog and brochure in full and agrees to abide by their contents. The student agrees to complete the Welcome to The Tech Academy Course and to abide by its contents. The student also agrees to follow future company policies; including future changes to existing policies and newly issued policies. The student understands that a failure to follow existing and future policies can result in their expulsion from the program.

OVERDUE STUDENTS

Students who are out of touch with the school for 14 consecutive days will be expelled. "Out of touch" in this case means: "The student does not give the school any communication (i.e. no email, phone call, in-person communication, text message, etc.)." After expulsion, should the student wish to resume the program they must: a. Complete the registration process in full, including re-doing any steps completed before, and b. Pay additional tuition. It is up to The Tech Academy whether or not the student will be re-accepted into the program.

The student purchases a limited amount of weeks of access to their coding boot camp within our Learning Management System. "Overdue" is considered anything beyond 52 weeks.

If the student does not complete their coding boot camp within 52 weeks of their enrollment date (i.e. the date written in the "Student's start date is:" line earlier in this Enrollment Agreement), the student will be given an option to cease attending Tech Academy or to pay $500 for each additional week attended.

Overdue students will be locked out of the Learning Management System and denied further access until further access time is purchased and the student is re-accepted by an authorized Tech Academy employee.

COMPLETE AGREEMENT

The student acknowledges and agrees that this Enrollment Agreement contains all the terms and conditions of the student's enrollment in The Tech Academy, and that no promises, agreements or statements (verbal or otherwise) have been made by any employee of The Tech Academy contrary to the provisions of this Enrollment Agreement.

Further, the student acknowledges that this Enrollment Agreement supersedes any of The Tech Academy's promotional and marketing materials (including written text, videos and all other media). The guarantees made by The Tech Academy are limited to those contained in this Enrollment Agreement. Statements (written, verbal or otherwise) not contained within this Enrollment Agreement are invalid and will not be honored. Any modification or amendment of

this Enrollment Agreement must be in writing signed by the student and an authorized The Tech Academy employee.

Additionally, The Tech Academy in no way guarantees graduating the student. The student has graduated according to The Tech Academy's discretion. The student is not required to have completed the entire program to be considered a graduate of The Tech Academy. The student also will not necessarily be considered a graduate upon completing the full program. The Tech Academy has full authority as to when and if the student is a graduate.

The student agrees to complete every step of every course in full, and to not skip steps. The student agrees to follow directions from Instructors, including editing and resubmitting assignments as directed. The student understands that their boot camp progress will be locked and they will be prohibited from continuing on past failed assignments. Instructors are allowed to stop students from continuing their training, pending restudy, resubmission or other correction.

The student agrees to return any materials loaned by Tech Academy upon graduating.

COMPENSATION AND COPYRIGHTS

Some of The Tech Academy students may help with consulting projects (contracts with clients, Live Projects, etc.). When students are involved in development projects, their involvement is considered part of their training. Students are not compensated financially for their contribution to these projects. Students assisting on paid projects will not receive any compensation, discounts, refunds, etc. for partaking in said projects.

If the student gives advice, provides feedback or in any way influences the curriculum of The Tech Academy while attending, the student will receive no compensation. The student acknowledges and agrees that regardless of any assistance provided, the curriculum, materials, etc. of The Tech Academy belong solely to The Tech Academy, The Tech Academy owns all copyrights to any work the student contributes to said projects, curriculum, materials, etc., and the student hereby assigns to The Tech Academy all intellectual property rights, including copyrights, in any such work. Thereby, any software, programs, applications, articles, definitions, videos, pictures, statements, suggestions and code that the student provides the school during their training is considered the property of the school and the student is entitled no past, present or future compensation for their work.

CANCELLATION AND REFUND POLICY: RESIDENT INSTRUCTION (OAR 715-045-0036)

(1) A student may cancel enrollment by giving written notice to the school. Unless the school has discontinued the program of instruction, the student is financially obligated to the school according to the following:

(a) If cancellation occurs within five business days of the date of enrollment, and before the commencement of classes, all monies specific to the enrollment agreement shall be refunded;

(b) If cancellation occurs after five business days of the date of enrollment, and before the commencement of classes, the school may retain only the published registration fee. Such fee shall not exceed 15 percent of the tuition cost, or $150, whichever is less;

(c) If withdrawal or termination occurs after the commencement of classes and before completion of 50 percent of the contracted instruction program, the student shall be charged according to the published class schedule. The student shall be entitled to a pro rata refund of the tuition when the amount paid exceeds the charges owed to the school. In addition to the prorated tuition, the school may retain the registration fee, book and supply fees, and other legitimate charges owed by the student;

(d) If withdrawal or termination occurs after completion of 50 percent or more of the program, the student shall be obligated for the tuition charged for the entire program and shall not be entitled to any refund;

(e) The enrollment agreement shall be signed and dated by both the student and the authorized school official. For cancellation of the enrollment agreement referenced in subsections (1)(a) and (b) of this rule, the "date of enrollment" will be the date that the enrollment agreement is signed by both the student and the school official, whichever is later.

(2) Published Class Schedule (for the purpose of calculating tuition charges) means the period of time between the commencement of classes and the student's last date of attendance as offered by the school and scheduled by the student.

(3) The term "Pro rata Refund" means a refund of tuition that has been paid for a portion of the program beyond the last recorded date of attendance.

(4) When a program is measured in clock hours, the portion of the program for which the student will be charged is determined by dividing the total clock hours into the number of clock hours accrued according to the published class schedule as of the last date of attendance.

(5) When a program is measured in credit hours, the portion of the program for which the student will be charged is determined by dividing the total number of weeks into the number of weeks accrued according to the published class schedule as of the last date of attendance.

(6) For other measurements of time such as days or weeks, the portion of the enrollment period for which the student will be charged is determined by dividing the total number of days or weeks into the number of days or weeks, accrued according to the published class schedule as of the last date of attendance.

(7) The term "tuition cost" means the charges for instruction including any lab fees. "Tuition cost" does not include application fees, registration fees, or other identified program fees and costs. The school shall adopt and publish policies regarding the return of resalable books and supplies and/or the prorating of user fees, other than lab fees.

(8) The school shall not charge a withdrawal fee of more than $25.

(9) The school may adopt and apply refund calculations more favorable to the student than those described under this policy.

(10) When a cancellation, withdrawal, termination, or completion occurs, a calculation of all allowable charges under this rule shall be made. If such calculations evidence that the school received total payments greater than its allowable charges:

(a) Within 40 days after notification of such cancellation, withdrawal, termination, or completion, a written statement showing allowable charges and total payments received shall be delivered to the student by the school, together with a refund equal in amount to monies paid to the school in excess of those allowable charges;

(b) In the event payments to a student account are derived from federal and/or state tuition assistance program(s), including student loan programs, regulations governing refund notification and awarding within respective program(s) shall prevail in lieu of paragraph (a) of this subsection, but only with respect to the covered portions thereof; and

(c) In the event payments to a student account are derived from a sponsoring public agency, private agency, or any source other than the student, the statement of charges and payments received together with an appropriate refund described under paragraph (a) of this subsection may be delivered instead to such party(ies) in interest, but only with respect to the covered portions thereof.

(11) In case of disabling illness or accident, death in the immediate family, or other circumstances beyond the control of the student that causes the student to leave school, the school shall arrange a prorated tuition settlement that is reasonable and fair to both parties.

(12) A school shall be considered in default of the enrollment agreement when a course or program is discontinued or canceled or the school closes prior to completion of contracted services. When a school is in default, student tuition may be refunded by the school on a pro rata basis. The pro rata refund shall be allowed only if the Superintendent determines that the school has made provision for students enrolled at the time of default to complete a comparable program at another institution. The provision for program completion shall be at no additional cost to the student in excess of the original contract with the defaulting school. If the school does not make such provision, a refund of all tuition and fees shall be made by the school to the students.

REFUNDS

The above section is the State of Oregon's required refund policy. Since we are a licensed career school, we are required to include the above in full and follow it. This section of the Enrollment Agreement should clarify the technical legal terminology of the above and allow for a clear understanding as it applies to The Tech Academy specifically:

- By date of enrollment is meant, the date written in the "Student's start date is" line in this Enrollment Agreement.

- The above refers several times to commencement of classes. The Tech Academy's commencement of classes begins the same day as the student's start date (date of enrollment).

- In points (4) through (6) in the previous section, there are several different types of school models given. The models in (4) and (5) do not match the model of The Tech Academy (we do not operate by total clock hours or by credit hours). The model we do use is based on the total weeks classes have been running since the student enrolled – i.e. how many days the student has had access to our Learning Management System. So, it is considered that once the student is enrolled (date of enrollment), the refund period begins.

- "Published Class Schedule" for our school is calculated based on the model our program uses. These vary depending on which boot camp the student is enrolled in. Regardless of how many weeks of access the student has purchased and despite the amount of hours the student does or does not study each week, the following are the published classes schedules for our boot camp programs:
  - AI Developer Boot Camp is a 16-week program.
  - C# and .NET Boot Camp is a 15-week program.
  - Cyber Security Boot Camp is a 20-week program.
  - Data Science Boot Camp is a 16-week program.
  - Front-End Web Developer Boot Camp is an 8-week program.
  - Game Developer Boot Camp is a 22-week program.
  - Java and Android Developer Boot Camp is a 15-week program.
  - JavaScript Developer Boot Camp is a 17-week program.
  - Mobile App Developer Boot Camp is an 18-week program.
  - Python Boot Camp is a 15-week program.
  - Software Developer Boot Camp is a 22-week program.
  - UI/UX Designer Boot Camp is a 15-week program.

  Therefore, the "Pro Rata Refund" is based on how many weeks it has been since the student first gained access to our Learning Management System (per the date of enrollment) to the date they requested the refund.

- The Tech Academy will not pay refunds to anyone other than the student. Any payments to The Tech Academy not paid directly by the student are solely the student's responsibility – The Tech Academy is not liable in any way for tuitions paid by anyone other than the student.

- The refund schedule for the AI Developer and Data Science Boot Camps (same lengths) is:
  - Within 7 days (1 calendar week or less): 100% refund
  - 8-14 days (1-2 calendar weeks): 93% refund
  - 15-21 days (2-3 calendar weeks): 87% refund
  - 22-28 days (3-4 calendar weeks): 81% refund
  - 29-35 days (4-5 calendar weeks): 75% refund
  - 36-42 days (5-6 calendar weeks): 69% refund
  - 43-49 days (6-7 calendar weeks): 63% refund
  - 50-56 days (7-8 calendar weeks): 57% refund
  - 57 calendar days or more since date written on Enrollment Agreement: No refund

- The refund schedule for the C# and .NET, Java and Android Developer, Python, and UI/UX Designer Boot Camps (same lengths) is:
  - Within 7 days (1 calendar week or less): 100% refund
  - 7-14 days (1-2 calendar weeks): 94% refund
  - 15-21 days (2-3 calendar weeks): 87% refund
  - 22-28 days (3-4 calendar weeks): 80% refund
  - 29-35 days (4-5 calendar weeks): 73% refund
  - 36-42 days (5-6 calendar weeks): 66% refund
  - 43-53 days (6-7.5 calendar weeks): 60% refund
  - 54 calendar days or more since date written on Enrollment Agreement: No refund

- The refund schedule for the Cyber Security Boot Camp is:
  - Within 7 days (1 calendar week or less): 100%
  - 8-14 days (1-2 calendar weeks): 96% refund
  - 15-21 days (2-3 calendar weeks): 90% refund
  - 22-28 days (3-4 calendar weeks): 85% refund
  - 29-35 days (4-5 calendar weeks): 80% refund
  - 36-42 days (5-6 calendar weeks): 75% refund
  - 43-49 days (6-7 calendar weeks): 70% refund
  - 50-56 days (7-8 calendar weeks): 65% refund
  - 57-63 days (8-9 calendar weeks): 60% refund
  - 64-70 days (9-10 calendar weeks): 55% refund
  - 71 calendar days or more since date written on Enrollment Agreement: No refund

- The refund schedule for the Front-End Web Developer Boot Camp is:
  - Within 7 days (1 calendar week or less): 100% refund
  - 8-14 days (1-2 calendar weeks): 87% refund

- 15-21 days (2-3 calendar weeks): 75% refund
- 22-28 days (3-4 calendar weeks): 63% refund
- 29 calendar days or more since the date written on Enrollment Agreement: No refund.

- The refund schedule for the Game Developer and Software Developer Boot Camps (same lengths) is:
  - Within 7 days (1 calendar week or less): 100%
  - 8-14 days (1-2 calendar weeks): 95% refund
  - 15-21 days (2-3 calendar weeks): 91% refund
  - 22-28 days (3-4 calendar weeks): 86% refund
  - 29-35 days (4-5 calendar weeks): 82% refund
  - 36-42 days (5-6 calendar weeks): 77% refund
  - 43-49 days (6-7 calendar weeks): 73% refund
  - 50-56 days (7-8 calendar weeks): 68% refund
  - 57-63 days (8-9 calendar weeks): 64% refund
  - 64-70 days (9-11 calendar weeks): 59% refund
  - 71-77 days (10-11 calendar weeks): 55% refund
  - 78 calendar days or more since date written on Enrollment Agreement: No refund

- The refund schedule for the JavaScript Developer Boot Camp is:
  - Within 7 days (1 calendar week or less): 100%
  - 8-14 days (1-2 calendar weeks): 94% refund
  - 15-21 days (2-3 calendar weeks): 88% refund
  - 22-28 days (3-4 calendar weeks): 82% refund
  - 29-35 days (4-5 calendar weeks): 77% refund
  - 36-42 days (5-6 calendar weeks): 71% refund
  - 43-49 days (6-7 calendar weeks): 65% refund
  - 50-56 days (7-8 calendar weeks): 60% refund
  - 57-60 days (8-8.5 calendar weeks): 53% refund
  - 61 calendar days or more since date written on Enrollment Agreement: No refund

- The refund schedule for the Mobile App Developer Boot Camp is:
  - Within 7 days (1 calendar week or less): 100%
  - 8-14 days (1-2 calendar weeks): 94% refund
  - 15-21 days (2-3 calendar weeks): 89% refund
  - 22-28 days (3-4 calendar weeks): 83% refund
  - 29-35 days (4-5 calendar weeks): 78% refund
  - 36-42 days (5-6 calendar weeks): 72% refund
  - 43-49 days (6-7 calendar weeks): 67% refund
  - 50-56 days (7-8 calendar weeks): 61% refund
  - 57-63 days (8-9 calendar weeks): 56% refund
  - 64 calendar days or more since date written on Enrollment Agreement: No refund

- Time taken off the program and instances where the student is out of touch with the school do not affect these refund schedules – meaning, this “out of touch” time counts on the above schedules. The weeks of access begin on the date of enrollment and no breaks are permitted.

- When using a financing or loan company, there is a separate refund schedule. Refunds are not paid to the student, but instead the refund is paid to the financing or loan company and goes toward the student’s debt with the finance company. The Tech Academy does not receive the full amount of a student’s loan from the financing company, but receives a portion. Any refund paid by The Tech Academy is only paid out of the money amount actually received by The Tech Academy. Meaning, the prorated portion of the tuition money The Tech Academy received would be disbursed to the financing company the student was funded through to be paid toward their outstanding debt balance. The amount of the refund disbursed would be subtracted from the total loan of the financing or loan company the student funded through. Whatever the monthly payments are for the loan, post-graduation, would be due monthly, until the remaining balance was paid off.
  The refund schedules listed above apply to financing, except instead that the above statements of “___% of tuition amount refunded” are re-stated as “___% of the tuition amount received to the financing company, and the student will owe the balance of the original loan to the financing or loan company.” For example: if a student on the Python Boot Camp who financed their tuition requests a refund four weeks (27 days) after enrolling, The Tech Academy will pay the financing company 80% of the amount received by The Tech Academy from the financing company, and the student will owe the balance of their loan to the financing company.

  The refund transaction will be made to that third party (the financing company) in the amount of the refund due, according to the refund schedule (but in no event greater than what the financing company paid the school on the student’s behalf). For example: the student’s loan amount with a financing company may be $10,000, but The Tech Academy may have only received $7,000. And so, the refund amount paid by The Tech Academy would be calculated from the $7,000 figure. Again, the student will get no direct refund when tuition is funded through a financing company (since the student did not pay the tuition).

- These schedules are not affected by absences or any other factors. All refund schedules are only based on the length of time that the student starts his/her first day on the program (based on the date of enrollment), to the date they request a refund.

- The calculation of weeks would, as a standard, be rounded up or down. Meaning: if the student had signed the Enrollment Agreement three weeks and three days before requesting a refund, it would be considered that they were at the three week mark. If the student had dated the Enrollment Agreement three weeks and four days before requesting a refund, it would be considered that they were at the four-week mark.

- Students who have used half or more of their weeks of access (i.e. 50% or more of the allotted time has passed since the student's date of enrollment) receive no refund. This is based on the refund policy above. A student is eligible for a "Pro Rata Refund" until they have completed 50% of the class schedule. If they have been enrolled 50% or more, they are no longer eligible for a refund.

- Refunds are not paid instantly. Refund requests will be paid within 40 days of the request (see point (10) above).

- In the event that a government agency (such as WorkSource) or other organization pays tuition, and the student requests a refund, a pro-rata tuition (per the percentages listed in the above schedules) will be set-aside for a future, different WorkSource student.

- For in-house financing, there are no refunds given. The monthly payments are owed in full regardless of how far the student made it into their program.

Students who refund are thereafter ineligible for Tech Academy services. Refunding students no longer have access to Tech Academy courses, job placement services, Instructor assistance or any form of help or time from Tech Academy employees. Students that refund may not ever re-enroll in the future.

REPRESENTATIVE'S CERTIFICATION

I hereby certify that _____ (student's name) has read, received, and understands the cancellation (refund) policy. I further certify that there have been no verbal or written agreements or promises other than those appearing on this agreement.

_____ _____

Authorized employee's printed name & title Date

_____

Authorized employee's signature

LEGAL

The student agrees to take up any disagreements, upsets or alleged errors on the part of The Tech Academy or any Tech Academy employee with The Tech Academy. In consideration for The Tech Academy's agreement to enroll the student in the coding boot camp program, the student hereby waives, releases, and discharges Prosper IT Consulting Inc., The Tech

Academy and their respective owners, officers, employees, agents, affiliates, and related entities (Released Parties) from any and all claims and causes of action that may arise out of or relate to, either directly or indirectly, the program, The Tech Academy's services, or the student's dealings with any Released Party, whether caused by negligence or otherwise (Released Matters). The student agrees not to sue any Released Party for any claim arising out of or relating to any Released Matter, or solicit others to institute any legal action or proceeding against a Released Party.

The student shall indemnify and hold the Released Parties harmless from and against any losses, liabilities, costs, expenses, and attorney fees a Released Party may incur as a result of any claim by or on behalf of the student arising out of or relating to any Released Matter. This Enrollment Agreement shall be governed by and construed according to Oregon law, without regard to any applicable principles of conflicts of law. The parties consent and submit to the jurisdiction of the state of Oregon, and agree that the sole venue of any action or proceeding arising out of or relating to this Enrollment Agreement shall be in Multnomah County, Oregon. The student agrees to reimburse The Tech Academy for any loss, damage or destruction of The Tech Academy's materials or supplies caused by the student. The details of The Tech Academy's curriculum are trade secrets. The student agrees not to disclose any of The Tech Academy's trade secrets or copyrighted materials to any third party.

The Tech Academy has the right to terminate this Enrollment Agreement and expel the student without prior notice. The reasons for such an immediate expulsion are covered in the "STUDENT CONDUCT" policy (and other policies) and students can be expelled for violation of this Enrollment Agreement and violations of the Student Enrollment Video, Academy Guidelines issue, Academy Guidelines policy, Local and Remote Delivery policy, Academy Schedule policy, Student Application policy, Student Questions policy, Completing the Program policy and any other school policy. Students can also be expelled for illegal activities. Refunds for expelled students will be paid in accordance with the aforementioned refund policy.

Prosper Consulting Inc reserves the right to expel (relinquish), deny entry into all Tech Academy campuses, take legal action against and maintain all legal rights to protect their corporations and employees from: students who are disruptive, threatening, violent or in any way verbally or physically abusive to its staff. The student agrees to treat Prosper Consulting Inc employees, including, but not limited to, Instructors, admissions staff and Job Placement staff, with courtesy and respect.

NOTICE

The original of this Enrollment Agreement will be kept on file by the school and the student may have a copy.

TRAINING METHODS AND PRACTICES

The student acknowledges that they understand the training methods of The Tech Academy. Specifically, that the program is self-paced, that each course consists of a list of items to study in sequence, that an Instructor exists to answer questions and that the student may or may not receive direct instruction from principals of the Academy (e.g. the President, Co-Founders, etc.)

PROMOTION

The student agrees to allow testimonials they write to be used in The Tech Academy's publications and promotional materials. Student essays from courses, student emails that convey gains, testimonials, postings on social media, online reviews, and other written materials by the student may be edited and used by The Tech Academy in postings, publications, advertisements, etc. Student agrees to allow the use of their name and photo in advertisements as well. The student also agrees to allow The Tech Academy to share the resume with others, such as potential employers and other students.

PURPOSE

The purpose of The Tech Academy is to train technology professionals who know their basics cold. We have trained staff here who all share the purpose of assisting the student to learn computer programming to the best of their ability. We are here to help the student know this trade and give them the skills necessary to make it in the Information Technology industry.

SEPARATE CORPORATIONS

The student acknowledges and understands that each Tech Academy campus is a separate corporation, each with their own business license. Occasionally Tech Academy employees from other campuses than Tech Academy (hereafter referred to as "external staff") perform functions (such as marketing, registration, instruction, job placement assistance and more). The student may or may not receive services from external staff. When external staff perform functions related to the student, they are operating as employees of Tech Academy. The student hereby releases all other Tech Academies from all involvement in their training and waives, releases, and discharges them from any and all claims and causes of action. The student agrees not to sue any other Tech Academy campuses for any claim arising out of or relating to any issue, or solicit others to institute any legal action or proceeding against another Tech Academy. The purpose of this clause is to clarify the separation of each school and to ensure the student understands there is no agreement being made with any other Tech Academy besides Tech Academy.

OREGON HIGHER EDUCATION COORDINATING COMMISSION

Students who have questions regarding the school's enrollment agreement shall contact the school officials first. If the student feels their concerns about the school's enrollment agreement are not addressed by Tech Academy school officials, the student may then use the school's internal grievance policy to reconcile their concerns. If the student exhausts the school's internal grievance process, the student may choose, at that time, to contact the Higher Education Coordinating Commission.

GRANTS

If the student was awarded any grant(s), please document the details of this grant and the source of the grant here:

_____

(details and source of any grant)

TAX FORM 1098-T

The Tech Academy does not offer Tax Form 1098-T. This is a tax document for students who attend Colleges, or similar type institutions, to get a tax benefit. The Tech Academy is a licensed career school but is not accredited. By signing this document, the student acknowledges that they understand that no tax benefits exist for paying their tuition.

JOB PLACEMENT AND COMPLETION RATE

The Tech Academy tracks its job placement rate and student completion rate in two ways:

1. Internally, or
2. By 3rd party verification.

For 1. (internal tracking) these numbers fluctuate and are tracked as follows:

Internally tracked job placement rate: This is the percentage of graduates that have landed tech jobs. It is calculated by comparing the total number of employed graduates to the total number of graduates (both documented in Tech Academy records) since the beginning of time. Graduates who did the program solely for self-enrichment (i.e., no intention of a tech job upon graduating) do not count in the graduates figure and neither do refunds. Additionally, graduates who have been on the job search for less than 180 days are not counted in the graduates figure.

Internally tracked student completion rate: This is the percentage that shows how many of our students graduate our boot camps. The stat is calculated by comparing the number of graduates versus the number of students that have been relinquished (expelled from their program). For example: if 4,000 out of 5,000 students graduate and the rest (1,000) are

relinquished, the Student Completion Rate would be 80 Percent. Refunds are not factored into this figure. Students can graduate without completing all courses on their boot camp.

For 2. (3rd party verification) these numbers fluctuate and are tracked and reported by the Council of Integrity in Results Reporting (CIRR).

When relaying job placement rate or completion rate, Tech Academy employees may use either tracking method without specifying which. The student acknowledges this and understands the numbers given may not be accurate due to fluctuations that occur through time and other factors. In determining The Tech Academy's completion rate and job placement rate, the student agrees to study CIRR reports which can be found at cirr.org for 3rd party verification – and to base all enrollment decisions on such CIRR reports.

INDIVIDUAL USE

The student understands and agrees to the fact that they are the sole user allowed to access The Tech Academy's LMS, course content and employee assistance, and that their tuition only covers their enrollment and not that of any others. Therefore, the student will not share their credentials, course access or account with any other person. The student will be the only individual to utilize the LMS and study the courses – no sharing is allowed. Making credentials public and sharing of any Tech Academy content publicly is strictly prohibited. Violation of this will result in the student paying full tuition price for each person that they gave unauthorized access to. The purpose of this is to prevent individuals from accessing Tech Academy content without paying tuition.

PERSONAL AUTHORING

All assignments (code, essays, submissions, quizzes, and exams) must be created, authored (written) and answered by the student themselves. Assignments are designed to get the student to think and come up with communications on their own. Students will do themselves a disservice if they do not author (write) essays, code and submissions themselves.

Students are not allowed to use artificial intelligence (computer systems that can perform tasks and make decisions that typically require human intelligence) or any other software to complete assignments for them because this prevents them from the full benefits of their training. Essays and submissions discovered to be written by someone or something other than the student will automatically be failed by an Instructor. Code must be written by the student. Code must be debugged by the student. Again, the use of AI is not allowed during Tech Academy training. Continued violations of this can result in the student being relinquished (expelled).

CURRICULUM CONTENT

The student acknowledges and understands that not all curriculum content provided by The Tech Academy was authored or created directly by a Tech Academy employee. The curriculum may include, but is not limited to, various online resources (such as Pluralsight, YouTube, and Udemy), as well as content developed by third parties (including articles, books, videos, and other educational materials). Additionally, the curriculum may incorporate AI-generated content tailored to enhance the learning experience. The student recognizes that these external (unoriginal) and AI-generated resources are integral to The Tech Academy's comprehensive educational approach. Tech Academy employees (including Instructors) may utilize artificial intelligence tools and other software in interactions with students and prospective students, including but not limited to generating answers, creating content, automated grading, code review and debugging, virtual assistants, promotional materials, language processing and translation, QA testing, or creation of other media (such as videos or sound recordings).

TECHNOLOGY AND ACCESS DISCLAIMER CLAUSE

The Tech Academy makes every effort to ensure reliable access to its online services, including the website and Learning Management System. However, the student acknowledges that these services may experience interruptions or unavailability due to maintenance, system failures, or external factors beyond Tech Academy's control. Tech Academy shall not be held liable for any losses or damages resulting from such interruptions. It is the responsibility of the student to ensure they have an adequate internet connection, and the necessary software and hardware to access these services. Student must understand the inherent risks of technology-related issues, such as server downtimes and internet connectivity problems. In the event of significant technological disruptions, Tech Academy may, at its discretion, extend the affected student's access time to their studies. However, this extension is not a guaranteed entitlement and is subject to the school’s operational capacity and policies. As The Tech Academy is headquartered in the United States, international students should understand and acknowledge that they may encounter a different, and potentially lower, quality of student experience due to regional and logistical factors. The student understands and acknowledges that translation software is used for the website, LMS, courses, videos and other content at The Tech Academy, and as a result, there may be inaccuracies; any errors noted should be reported via email for correction.

SUPPLIES AND EQUIPMENT

The student acknowledges and agrees to be solely responsible for the purchase and maintenance of all required supplies and materials necessary for the completion of their boot camp. This includes, but is not limited to: a laptop that meets the minimum requirements (as listed on the FAQ page of The Tech Academy’s website), a mouse, headphones, all required peripheral devices, hardware, software, and subscriptions to necessary software. The student is also responsible for the costs of educational resources such as Pluralsight and Udemy courses,

along with any other expenses related to required materials, supplies, or services. It is explicitly understood that these costs are not included in the tuition for the coding boot camp and must be borne independently by the student. The student's failure to acquire and maintain these supplies and materials may impact their ability to successfully participate in and complete the boot camp.

STUDENT ATTEST

By signing this Enrollment Agreement, the student attests to having read and understood this Enrollment Agreement in full and agrees to its terms. The student is signing this of their own free will and without any duress. The student's signature indicates they recognize their legal responsibilities in this agreement:

_____ _____

Student's name Date

_____

Student's signature

_____ _____

Authorized employee's printed name & title Date

_____

Authorized employee's signature

SIGNED AGREEMENT

I recognize that the Enrollment Agreement that I signed with The Tech Academy is legal-binding on both the school and myself. The school will keep a copy of this signed agreement on file and I will receive a signed copy over email.

Student:

_____ _____

Student's name Date

_____

Student's signature

The Tech Academy employee:

_____ _____

Authorized employee's printed name & title Date

_____

Authorized employee's signature

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SALES ACADEMY ENROLLMENT AGREEMENT

Prosper Consulting Inc.,
DBA The Sales Academy
310 SW 4th Ave Suite 200
Portland, OR 97204
(503)206-6915
info@salesacademy.us
www.salesacademy.us

STUDENT INFO

Our career school license requires that we have all students sign an Enrollment Agreement with our school and that in it we gather certain information. This Enrollment Agreement is to be read, filled out and signed by the student prior to starting their educational program at Prosper Consulting Inc. (hereafter referred to as “The Sales Academy” or “Sales Academy”). “The Tech Academy” and “The Sales Academy” are both DBAs (“Doing Business As” – brand names) of Prosper Consulting Inc, and are the same school.

This Enrollment Agreement is a formalized agreement and legally-binding document relating to the student’s attendance at The Sales Academy.

The Sales Academy does not discriminate against applicants on the basis of sex, age, race, color, ethnic origins, or sexual orientation. Please fill the following out in full:

_____ _____

Student’s name (hereafter referred to as “student”) Email address

_____ _____

Street address City

_____ _____ _____

State (if applicable) Zip code (if applicable) Country

_____ _____

County (if applicable) Phone number

_____ _____

Student’s start date (When will you begin to study?) Date of birth

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Emergency contact's name	Emergency contact's phone number
Student's gender	Name of last High School attended
Did you graduate High School? (Yes/No)	If so, what year did you graduate?
Did you receive a GED? (Yes/No)	If so, what year did you get your GED?

US Veteran? (Yes/No)	Any disabilities? (Yes/No)	What is your ethnicity?

BOOT CAMPS

The Sales Academy offers the following boot camps (in alphabetical order):

1. Tech Marketing Boot Camp, which consists of:
   a. Computer Basics Course
   b. Overview of Software Development Course
   c. Sales and Marketing Fundamentals Course
   d. Leveraging AI and ChatGPT in Sales and Marketing Course
   e. Mastering the Art of Small Talk Course
   f. Version Control Course
   g. HTML and CSS Course
   h. Marketing Specialist Course
   i. Project Management Course
   j. Sales and Marketing Job Placement Course

2. Tech Sales and Marketing Boot Camp, which consists of:
   a. Computer Basics Course
   b. Overview of Software Development Course
   c. Sales and Marketing Fundamentals Course
   d. Leveraging AI and ChatGPT in Sales and Marketing Course
   e. Mastering the Art of Small Talk Course
   f. Preparing for Sales Interviews Course
   g. Effective Communication Course
   h. Sales and Closing Mastery Course
   i. Version Control Course

j. HTML and CSS Course
k. Marketing Specialist Course
l. Traits of Successful Closers Course
m. Tech Sales Software Course
n. Project Management Course
o. Sales and Marketing Job Placement Course

3. Tech Sales Boot Camp, which consists of:
   a. Computer Basics Course
   b. Overview of Software Development Course
   c. Sales and Marketing Fundamentals Course
   d. Leveraging AI and ChatGPT in Sales and Marketing Course
   e. Mastering the Art of Small Talk Course
   f. Preparing for Sales Interviews Course
   g. Effective Communication Course
   h. Sales and Closing Mastery Course
   i. Traits of Successful Closers Course
   j. Tech Sales Software Course
   k. Project Management Course
   l. Sales and Marketing Job Placement Course

ADMISSION REQUIREMENTS

- Students must be 18 years or older prior to enrolling.
- The student is surveyed to find out their background in technology, previous knowledge will be noted but credits from previous education will not be counted towards any of the boot camps offered.
- The student watches Sales Academy's Student Enrollment video.
- The student has communication with an employee of The Sales Academy to get any questions answered.
- If the student is accepted, they read all enrollment materials, fill out enrollment paperwork and pay tuition.
- The student is then completed on the Student Applicant Checklist (a list of actions to set up a student for study; it contains such steps as: provide student access to the courses, fully orient the student, etc.).

AVERAGE COMPLETION TIMES

The designation "full-time" means: "a student who studies 40 or more hours each week." The designation "part-time" means: "a student who studies between 20 and 39 hours each week."
The boot camps have the following average completion times and price:

1) Tech Marketing Boot Camp: 11 weeks full-time and 22 weeks part-time – about 400 study and work hours. $10,000 full tuition price.

2) Tech Sales and Marketing Boot Camp: 16 weeks full-time and 32 weeks part-time – about 640 study and work hours. $10,000 full tuition price.

3) Tech Sales Boot Camp: 11 weeks full-time and 22 weeks part-time – about 400 study and work hours. $10,000 full tuition price.

Students who cannot study an average of 20 hours each week should not enroll at The Sales Academy. Sales Academy does not guarantee that the student will complete in the aforementioned average completion times.

BOOT CAMP

Please write which boot camp you are enrolling in here:

_____

(name of chosen boot camp)

The Sales Academy agrees to provide the student with the full services listed under their chosen boot camp above.

The student agrees to enroll in The Sales Academy, purchase its full boot camp program, pay the applicable tuition for the program and complete the program curriculum as listed above, unless otherwise arranged in writing with an authorized The Sales Academy employee. The student is free to cease attending at any point (see “Refunds” section below). The student may choose not to do some of the above courses but this does not affect the tuition payment, refund policies or anything else contained herein. The tuition covers weeks of access to The Sales Academy’s Learning Management System (LMS).

TUITION AND WEEKS ON PROGRAMS

The Sales Academy is offering 50% off the tuition for students who pay for their tuition in full upfront this month. Students that do not pay for their full tuition up front (i.e., those who finance their tuition through “in-house financing” or some other such non-full up-front payment arrangement) do not receive this discount. Here is the pricing list with the 50% discount applied:

- Tech Marketing Boot Camp: $3,980

- Tech Sales and Marketing Boot Camp: $4,980

- Tech Sales Boot Camp: $3,980

Additionally, The Sales Academy occasionally offers additional scholarships/discounts that may further reduce the tuition price. If you were granted a special scholarship or discount, please account for this when writing in the price below.

What is the total tuition price, after all scholarships and discounts, that you are paying?:

_____

(total tuition cost for student)

The student is purchasing 52 weeks of access to the LMS and their boot camp content.

The tuition purchases a total number of weeks of access to The Sales Academy's Learning Management System – the student is purchasing time.

The student's number of weeks begin on the "Student start date is" date written earlier in this Enrollment Agreement. The weeks are consecutive with no breaks. Should the student run out of time and need more weeks, they can purchase additional weeks (at Sales Academy's discretion) at the price of $500 a week. Boot camp completion times are based on a full-time study schedule (40 hours per week).

JOB PLACEMENT

Upon completion of the above program, The Tech Academy will assist the student in job placement. Each student receives up to 90 days of additional job placement assistance after he/she graduates. The Tech Academy will provide the student with advice, help and possibly connections to assist the student in getting a job as a junior technology worker after the student graduates. We do not guarantee employment. We assist the student's efforts to secure a junior tech position for which he or she is qualified. The student is fully responsible for obtaining a job. The student agrees to stay in contact with The Tech Academy's job placement team while enrolled and during the 90 days additional job placement assistance time. The student also agrees to provide the job placement staff with information about their employment – including, but not limited to: company employed by, work hours, position name, and pay rate.

TECH ACADEMY POLICIES

With due regard to the fact that The Tech Academy is over The Sales Academy, or stated another way, The Sales Academy could be considered a department within The Tech Academy, all Tech Academy policies apply to Sales Academy students. The student has fully read and agrees to abide by the policies of The Tech Academy, including but not limited to:

- Student Application Policy policy
- Academy Guidelines policy
- Local and Remote Students policy
- Academy Schedule policy
- Student Conduct policy
- Student Questions policy
- Student Tips for Program Completion policy
- Course Completions policy

The student acknowledges having viewed the Student Enrollment Video in full and the video which describes their chosen boot camp in full, and agrees to their contents. The student has read and understood The Sales Academy's catalog and brochure in full and agrees to abide by their contents. The student agrees to complete the Welcome to The Sales Academy Course and to abide by its contents. The student also agrees to follow future company policies; including future changes to existing policies and newly issued policies. The student understands that a failure to follow existing and future policies can result in their expulsion from the program.

OVERDUE STUDENTS

Students who are out of touch with the school for 14 consecutive days will be expelled. "Out of touch" in this case means: "The student does not give the school any communication (i.e. no email, phone call, in-person communication, text message, etc.)." After expulsion, should the student wish to resume the program they must: a. Complete the registration process in full, including re-doing any steps completed before, and b. Pay additional tuition. It is up to The Sales Academy whether or not the student will be re-accepted into the program.

The student purchases a limited amount of weeks of access to their boot camp within our Learning Management System. "Overdue" is considered anything beyond 52 weeks.

If the student does not complete their boot camp within 52 weeks of their enrollment date (i.e. the date written in the "Student's start date is:" line earlier in this Enrollment Agreement), the student will be given an option to cease attending Sales Academy or to pay $500 for each additional week attended.

Overdue students will be locked out of the Learning Management System and denied further access until further access time is purchased and the student is re-accepted by an authorized Sales Academy employee.

COMPLETE AGREEMENT

The student acknowledges and agrees that this Enrollment Agreement contains all the terms and conditions of the student's enrollment in The Sales Academy, and that no promises, agreements or statements (verbal or otherwise) have been made by any employee of The Sales Academy contrary to the provisions of this Enrollment Agreement.

Further, the student acknowledges that this Enrollment Agreement supersedes any of The Sales Academy's promotional and marketing materials (including written text, videos and all other media). The guarantees made by The Sales Academy are limited to those contained in this Enrollment Agreement. Statements (written, verbal or otherwise) not contained within this Enrollment Agreement are invalid and will not be honored. Any modification or amendment of this Enrollment Agreement must be in writing signed by the student and an authorized The Sales Academy employee.

Additionally, The Sales Academy in no way guarantees graduating the student. The student has graduated according to The Sales Academy's discretion. The student is not required to have completed the entire program to be considered a graduate of The Sales Academy. The student also will not necessarily be considered a graduate upon completing the full program. The Sales Academy has full authority as to when and if the student is a graduate.

The student agrees to complete every step of every course in full, and to not skip steps. The student agrees to follow directions from Instructors, including editing and resubmitting assignments as directed. The student understands that their boot camp progress will be locked and they will be prohibited from continuing on past failed assignments. Instructors are allowed to stop students from continuing their training, pending restudy, resubmission or other correction.

The student agrees to return any materials loaned by Sales Academy upon graduating.

COMPENSATION AND COPYRIGHTS

Some of The Sales Academy students may help with consulting projects. When students are involved in projects, their involvement is considered part of their training. Students are not compensated financially for their contribution to these projects. Students assisting on paid projects will not receive any compensation, discounts, refunds, etc. for partaking in said projects.

If the student gives advice, provides feedback or in any way influences the curriculum of The Sales Academy while attending, the student will receive no compensation. The student acknowledges and agrees that regardless of any assistance provided, the curriculum, materials, etc. of The Sales Academy belong solely to The Sales Academy, The Sales Academy owns all copyrights to any work the student contributes to said projects, curriculum, materials, etc., and the student hereby assigns to The Sales Academy all intellectual property rights, including copyrights, in any such work. Thereby, any software, programs, applications, articles, definitions, videos, pictures, statements, suggestions and code that the student provides the school during their training is considered the property of the school and the student is entitled no past, present or future compensation for their work.

CANCELLATION AND REFUND POLICY: RESIDENT INSTRUCTION (OAR 715-045-0036)

(1) A student may cancel enrollment by giving written notice to the school. Unless the school has discontinued the program of instruction, the student is financially obligated to the school according to the following:

(a) If cancellation occurs within five business days of the date of enrollment, and before the commencement of classes, all monies specific to the enrollment agreement shall be refunded;

(b) If cancellation occurs after five business days of the date of enrollment, and before the commencement of classes, the school may retain only the published registration fee. Such fee shall not exceed 15 percent of the tuition cost, or $150, whichever is less;

(c) If withdrawal or termination occurs after the commencement of classes and before completion of 50 percent of the contracted instruction program, the student shall be charged according to the published class schedule. The student shall be entitled to a pro rata refund of the tuition when the amount paid exceeds the charges owed to the school. In addition to the prorated tuition, the school may retain the registration fee, book and supply fees, and other legitimate charges owed by the student;

(d) If withdrawal or termination occurs after completion of 50 percent or more of the program, the student shall be obligated for the tuition charged for the entire program and shall not be entitled to any refund;

(e) The enrollment agreement shall be signed and dated by both the student and the authorized school official. For cancellation of the enrollment agreement referenced in subsections (1)(a) and (b) of this rule, the "date of enrollment" will be the date that the enrollment agreement is signed by both the student and the school official, whichever is later.

(2) Published Class Schedule (for the purpose of calculating tuition charges) means the period of time between the commencement of classes and the student's last date of attendance as offered by the school and scheduled by the student.

(3) The term "Pro rata Refund" means a refund of tuition that has been paid for a portion of the program beyond the last recorded date of attendance.

(4) When a program is measured in clock hours, the portion of the program for which the student will be charged is determined by dividing the total clock hours into the number of clock hours accrued according to the published class schedule as of the last date of attendance.

(5) When a program is measured in credit hours, the portion of the program for which the student will be charged is determined by dividing the total number of weeks into the number of weeks accrued according to the published class schedule as of the last date of attendance.

(6) For other measurements of time such as days or weeks, the portion of the enrollment period for which the student will be charged is determined by dividing the total number of days or weeks into the number of days or weeks, accrued according to the published class schedule as of the last date of attendance.

(7) The term "tuition cost" means the charges for instruction including any lab fees. "Tuition cost" does not include application fees, registration fees, or other identified program fees and costs.

The school shall adopt and publish policies regarding the return of resalable books and supplies and/or the prorating of user fees, other than lab fees.

(8) The school shall not charge a withdrawal fee of more than $25.

(9) The school may adopt and apply refund calculations more favorable to the student than those described under this policy.

(10) When a cancellation, withdrawal, termination, or completion occurs, a calculation of all allowable charges under this rule shall be made. If such calculations evidence that the school received total payments greater than its allowable charges:

(a) Within 40 days after notification of such cancellation, withdrawal, termination, or completion, a written statement showing allowable charges and total payments received shall be delivered to the student by the school, together with a refund equal in amount to monies paid to the school in excess of those allowable charges;

(b) In the event payments to a student account are derived from federal and/or state tuition assistance program(s), including student loan programs, regulations governing refund notification and awarding within respective program(s) shall prevail in lieu of paragraph (a) of this subsection, but only with respect to the covered portions thereof; and

(c) In the event payments to a student account are derived from a sponsoring public agency, private agency, or any source other than the student, the statement of charges and payments received together with an appropriate refund described under paragraph (a) of this subsection may be delivered instead to such party(ies) in interest, but only with respect to the covered portions thereof.

(11) In case of disabling illness or accident, death in the immediate family, or other circumstances beyond the control of the student that causes the student to leave school, the school shall arrange a prorated tuition settlement that is reasonable and fair to both parties.

(12) A school shall be considered in default of the enrollment agreement when a course or program is discontinued or canceled or the school closes prior to completion of contracted services. When a school is in default, student tuition may be refunded by the school on a pro rata basis. The pro rata refund shall be allowed only if the Superintendent determines that the school has made provision for students enrolled at the time of default to complete a comparable program at another institution. The provision for program completion shall be at no additional cost to the student in excess of the original contract with the defaulting school. If the school does not make such provision, a refund of all tuition and fees shall be made by the school to the students.

REFUNDS

The above section is the State of Oregon's required refund policy. Since we are a licensed career school, we are required to include the above in full and follow it. This section of the Enrollment Agreement should clarify the technical legal terminology of the above and allow for a clear understanding as it applies to The Sales Academy specifically:

- By date of enrollment is meant, the date written in the "Student's start date is" line in this Enrollment Agreement.

- The above refers several times to commencement of classes. The Sales Academy's commencement of classes begins the same day as the student's start date (date of enrollment).

- In points (4) through (6) in the previous section, there are several different types of school models given. The models in (4) and (5) do not match the model of The Sales Academy (we do not operate by total clock hours or by credit hours). The model we do use is based on the total weeks classes have been running since the student enrolled – i.e. how many days the student has had access to our Learning Management System. So, it is considered that once the student is enrolled (date of enrollment), the refund period begins.

- "Published Class Schedule" for our school is calculated based on the model our program uses. These vary depending on which boot camp the student is enrolled in. Regardless of how many weeks of access the student has purchased and despite the amount of hours the student does or does not study each week, the following are the published classes schedules for our boot camp programs:
  - Tech Marketing Boot Camp is an 11-week program.
  - Tech Sales and Marketing Boot Camp is a 16-week program.
  - Tech Sales Boot Camp is an 11-week program.

  Therefore, the "Pro Rata Refund" is based on how many weeks it has been since the student first gained access to our Learning Management System (per the date of enrollment) to the date they requested the refund.

- The Sales Academy will not pay refunds to anyone other than the student. Any payments to The Sales Academy not paid directly by the student are solely the student's responsibility – The Sales Academy is not liable in any way for tuition paid by anyone other than the student.

- The refund schedule for the Tech Sales Boot Camp and Tech Marketing Boot Camp (same length) is:
  - Within 7 days (1 calendar week or less): 100% refund
  - 8-14 days (1-2 calendar weeks): 91.5% refund

- 15-21 days (2-3 calendar weeks): 83% refund
- 22-28 days (3-4 calendar weeks): 74.5% refund
- 29-35 days (4-5 calendar weeks): 66% refund
- 36-42 days (5-6 calendar weeks): 57.5% refund
- 43 calendar days or more since date written on Enrollment Agreement: No refund

- The refund schedule for the Tech Sales and Marketing Boot Camp is:
  - Within 7 days (1 calendar week or less): 100% refund
  - 8-14 days (1-2 calendar weeks): 93% refund
  - 15-21 days (2-3 calendar weeks): 87% refund
  - 22-28 days (3-4 calendar weeks): 81% refund
  - 29-35 days (4-5 calendar weeks): 75% refund
  - 36-42 days (5-6 calendar weeks): 69% refund
  - 43-49 days (6-7 calendar weeks): 63% refund
  - 50-56 days (7-8 calendar weeks): 57% refund
  - 57 calendar days or more since date written on Enrollment Agreement: No refund

- Time taken off the program and instances where the student is out of touch with the school do not affect these refund schedules – meaning, this "out of touch" time counts on the above schedules. The weeks of access begin on the date of enrollment and no breaks are permitted.

- When using a financing or loan company, there is a separate refund schedule. Refunds are not paid to the student, but instead the refund is paid to the financing or loan company and goes toward the student's debt with the finance company. The Sales Academy does not receive the full amount of a student's loan from the financing company, but receives a portion. Any refund paid by The Sales Academy is only paid out of the money amount actually received by The Sales Academy. Meaning, the prorated portion of the tuition money The Sales Academy received would be disbursed to the financing company the student was funded through to be paid toward their outstanding debt balance. The amount of the refund disbursed would be subtracted from the total loan of the financing or loan company the student funded through. Whatever the monthly payments are for the loan, post-graduation, would be due monthly, until the remaining balance was paid off. The refund schedules listed above apply to financing, except instead that the above statements of "___% of tuition amount refunded" are re-stated as "___% of the tuition amount received to the financing company, and the student will owe the balance of the original loan to the financing or loan company." For example: if a student on the Python Boot Camp who financed their tuition requests a refund four weeks (27 days) after enrolling, The Sales Academy will pay the financing company 80% of the amount received by The Sales Academy from the financing company, and the student will owe the balance of their loan to the financing company. The refund transaction will be made to that third party (the financing company) in the amount of the refund due, according to the refund schedule (but in no event greater than what the financing company paid the school on the student's behalf). For example: the student's loan

amount with a financing company may be $10,000, but The Sales Academy may have only received $7,000. And so, the refund amount paid by The Sales Academy would be calculated from the $7,000 figure. Again, the student will get no direct refund when tuition is funded through a financing company (since the student did not pay the tuition).

- These schedules are not affected by absences or any other factors. All refund schedules are only based on the length of time that the student starts his/her first day on the program (based on the date of enrollment), to the date they request a refund.

- The calculation of weeks would, as a standard, be rounded up or down. Meaning: if the student had signed the Enrollment Agreement three weeks and three days before requesting a refund, it would be considered that they were at the three week mark. If the student had dated the Enrollment Agreement three weeks and four days before requesting a refund, it would be considered that they were at the four-week mark.

- Students who have used half or more of their weeks of access (i.e. 50% or more of the allotted time has passed since the student's date of enrollment) receive no refund. This is based on the refund policy above. A student is eligible for a "Pro Rata Refund" until they have completed 50% of the class schedule. If they have been enrolled 50% or more, they are no longer eligible for a refund.

- Refunds are not paid instantly. Refund requests will be paid within 40 days of the request (see point (10) above).

- In the event that a government agency (such as WorkSource) or other organization pays tuition, and the student requests a refund, a pro-rata tuition (per the percentages listed in the above schedules) will be set-aside for a future, different WorkSource student.

- For in-house financing, there are no refunds given. The monthly payments are owed in full regardless of how far the student made it into their program.

Students who refund are thereafter ineligible for Sales Academy services. Refunding students no longer have access to Sales Academy courses, job placement services, Instructor assistance or any form of help or time from Sales Academy employees. Students that refund may not ever re-enroll in the future.

REPRESENTATIVE'S CERTIFICATION

I hereby certify that _____ (student's name) has read, received, and understands the cancellation (refund) policy. I further certify that there have been no verbal or written agreements or promises other than those appearing on this agreement.

_____ _____

Authorized employee's printed name & title Date

_____

Authorized employee's signature

LEGAL

The student agrees to take up any disagreements, upsets or alleged errors on the part of The Sales Academy or any Sales Academy employee with The Sales Academy. In consideration for The Sales Academy's agreement to enroll the student in the boot camp program, the student hereby waives, releases, and discharges Prosper Consulting Inc., The Sales Academy and their respective owners, officers, employees, agents, affiliates, and related entities (Released Parties) from any and all claims and causes of action that may arise out of or relate to, either directly or indirectly, the program, The Sales Academy's services, or the student's dealings with any Released Party, whether caused by negligence or otherwise (Released Matters). The student agrees not to sue any Released Party for any claim arising out of or relating to any Released Matter, or solicit others to institute any legal action or proceeding against a Released Party.

The student shall indemnify and hold the Released Parties harmless from and against any losses, liabilities, costs, expenses, and attorney fees a Released Party may incur as a result of any claim by or on behalf of the student arising out of or relating to any Released Matter. This Enrollment Agreement shall be governed by and construed according to Oregon law, without regard to any applicable principles of conflicts of law. The parties consent and submit to the jurisdiction of the state of Oregon, and agree that the sole venue of any action or proceeding arising out of or relating to this Enrollment Agreement shall be in Multnomah County, Oregon. The student agrees to reimburse The Sales Academy for any loss, damage or destruction of The Sales Academy's materials or supplies caused by the student. The details of The Sales Academy's curriculum are trade secrets. The student agrees not to disclose any of The Sales Academy's trade secrets or copyrighted materials to any third party.

The Sales Academy has the right to terminate this Enrollment Agreement and expel the student without prior notice. The reasons for such an immediate expulsion are covered in the "STUDENT CONDUCT" policy (and other policies) and students can be expelled for violation of this Enrollment Agreement and violations of the Student Enrollment Video, Academy Guidelines issue, Academy Guidelines policy, Local and Remote Delivery policy, Academy Schedule policy, Student Application policy, Student Questions policy, Completing the Program policy and any other school policy. Students can also be expelled for illegal activities. Refunds for expelled students will be paid in accordance with the aforementioned refund policy.

Prosper Consulting Inc reserves the right to expel (relinquish), deny entry into all Sales Academy campuses, take legal action against and maintain all legal rights to protect their corporations and employees from: students who are disruptive, threatening, violent or in any way verbally or physically abusive to its staff. The student agrees to treat Prosper Consulting Inc employees, including, but not limited to, Instructors, admissions staff and Job Placement staff, with courtesy and respect.

NOTICE

The original of this Enrollment Agreement will be kept on file by the school and the student may have a copy.

TRAINING METHODS AND PRACTICES

The student acknowledges that they understand the training methods of The Sales Academy. Specifically, that the program is self-paced, that each course consists of a list of items to study in sequence, that an Instructor exists to answer questions and that the student may or may not receive direct instruction from principals of the Academy (e.g. the President, Co-Founders, etc.)

PROMOTION

The student agrees to allow testimonials they write to be used in The Sales Academy's publications and promotional materials. Student essays from courses, student emails that convey gains, testimonials, postings on social media, online reviews, and other written materials by the student may be edited and used by The Sales Academy in postings, publications, advertisements, etc. Student agrees to allow the use of their name and photo in advertisements as well. The student also agrees to allow The Sales Academy to share the resume with others, such as potential employers and other students.

PURPOSE

The purpose of The Sales Academy is to train technology professionals who know their basics cold. We have trained staff here who all share the purpose of assisting the student to learn sales and marketing techniques and strategies to the best of their ability. We are here to help the student know this trade and give them the skills necessary to make it in the technology industry.

SEPARATE CORPORATIONS

The student acknowledges and understands that each Sales Academy campus is a separate corporation, each with their own business license. Occasionally Sales Academy employees from other campuses than Sales Academy (hereafter referred to as "external staff") perform functions (such as marketing, registration, instruction, job placement assistance and more). The student may or may not receive services from external staff. When external staff perform functions

related to the student, they are operating as employees of Sales Academy. The student hereby releases all other Tech Academies from all involvement in their training and waives, releases, and discharges them from any and all claims and causes of action. The student agrees not to sue any other Sales Academy campuses for any claim arising out of or relating to any issue, or solicit others to institute any legal action or proceeding against another Sales Academy. The purpose of this clause is to clarify the separation of each school and to ensure the student understands there is no agreement being made with any other Sales Academy besides Sales Academy.

OREGON HIGHER EDUCATION COORDINATING COMMISSION

Students who have questions regarding the school's enrollment agreement shall contact the school officials first. If the student feels their concerns about the school's enrollment agreement are not addressed by Sales Academy school officials, the student may then use the school's internal grievance policy to reconcile their concerns. If the student exhausts the school's internal grievance process, the student may choose, at that time, to contact the Higher Education Coordinating Commission.

GRANTS

If the student was awarded any grant(s), please document the details of this grant and the source of the grant here:

_____

(details and source of any grant)

TAX FORM 1098-T

The Sales Academy does not offer Tax Form 1098-T. This is a tax document for students who attend Colleges, or similar type institutions, to get a tax benefit. The Sales Academy is a licensed career school but is not accredited. By signing this document, the student acknowledges that they understand that no tax benefits exist for paying their tuition.

JOB PLACEMENT AND COMPLETION RATE

The Sales Academy tracks its job placement rate and student completion rate internally

For internal tracking rates, these numbers fluctuate and are tracked as follows:

Internally tracked job placement rate: This is the percentage of graduates that have landed tech jobs, sales positions, and/or marketing positions. It is calculated by comparing the total number of employed graduates to the total number of graduates (both documented in Sales Academy records) since the beginning of time. Graduates who did the program solely for self-enrichment

(i.e., no intention of a tech job upon graduating) do not count in the graduates figure and neither do refunds. Additionally, graduates who have been on the job search for less than 180 days are not counted in the graduates figure.

Internally tracked student completion rate: This is the percentage that shows how many of our students graduate from our boot camps. The stat is calculated by comparing the number of graduates versus the number of students that have been relinquished (expelled from their program). For example: if 4,000 out of 5,000 students graduate and the rest (1,000) are relinquished, the Student Completion Rate would be 80 Percent. Refunds are not factored into this figure. Students can graduate without completing all courses on their boot camp.

When relaying job placement rate or completion rate, Sales Academy employees may use our internal metrics and the student acknowledges this and understands the numbers given may not be accurate due to fluctuations that occur through time and other factors.

INDIVIDUAL USE

The student understands and agrees to the fact that they are the sole user allowed to access The Sales Academy's LMS, course content and employee assistance, and that their tuition only covers their enrollment and not that of any others. Therefore, the student will not share their credentials, course access or account with any other person. The student will be the only individual to utilize the LMS and study the courses – no sharing is allowed. Making credentials public and sharing of any Sales Academy content publicly is strictly prohibited. Violation of this will result in the student paying full tuition price for each person that they gave unauthorized access to. The purpose of this is to prevent individuals from accessing Sales Academy content without paying tuition.

PERSONAL AUTHORING

All assignments (code, essays, submissions, quizzes, and exams) must be created, authored (written) and answered by the student themselves, unless otherwise explicitly stated. Assignments are designed to get the student to think and come up with communications on their own. Students will do themselves a disservice if they do not author (write) essays, code and submissions themselves.

Students are not allowed to use artificial intelligence (computer systems that can perform tasks and make decisions that typically require human intelligence) or any other software to complete assignments for them because this prevents them from the full benefits of their training. Essays and submissions discovered to be written by someone or something other than the student will automatically be failed by an Instructor. Code must be written by the student. Code must be debugged by the student. Again, the use of AI is not allowed during Sales Academy training. Continued violations of this can result in the student being relinquished (expelled).

CURRICULUM CONTENT

The student acknowledges and understands that not all curriculum content provided by The Sales Academy was authored or created directly by a Sales Academy employee. The curriculum may include, but is not limited to, various online resources (such as Pluralsight, YouTube, and Udemy), as well as content developed by third parties (including articles, books, videos, tutorials, and other educational materials). Additionally, the curriculum may incorporate AI-generated content tailored to enhance the learning experience. The student recognizes that these external (unoriginal) and AI-generated resources are integral to The Sales Academy's comprehensive educational approach. Sales Academy employees (including Instructors) may utilize artificial intelligence tools and other software in interactions with students and prospective students, including but not limited to generating answers, creating content, automated grading, code review and debugging, virtual assistants, promotional materials, language processing and translation, QA testing, or creation of other media (such as videos or sound recordings).

SUBSCRIPTIONS AND CERTIFICATIONS

The student understands and acknowledges that they may be required to purchase various subscriptions and online certifications during their participation in the Boot Camp, and that these costs are not included in the tuition fee. The student agrees to bear these costs personally. Additionally, the student may be required to sign up for accounts and free trials on various websites and platforms. Any charges associated with these accounts and trials shall be the sole responsibility of the student. The tuition fee paid by the Student includes access solely to the Sales Academy’s Learning Management System (LMS) and training content, and does not encompass any software subscriptions or certification fees.

TECHNOLOGY AND ACCESS DISCLAIMER CLAUSE

The Sales Academy makes every effort to ensure reliable access to its online services, including the website and Learning Management System. However, the student acknowledges that these services may experience interruptions or unavailability due to maintenance, system failures, or external factors beyond Sales Academy's control. Sales Academy shall not be held liable for any losses or damages resulting from such interruptions. It is the responsibility of the student to ensure they have an adequate internet connection, and the necessary software and hardware to access these services. Student must understand the inherent risks of technology-related issues, such as server downtimes and internet connectivity problems. In the event of significant technological disruptions, Sales Academy may, at its discretion, extend the affected student's access time to their studies. However, this extension is not a guaranteed entitlement and is subject to the school’s operational capacity and policies. As The Sales Academy is headquartered in the United States, international students should understand and acknowledge that they may encounter a different, and potentially lower, quality of student experience due to regional and logistical factors. The student understands and acknowledges that translation software is used for the website, LMS, courses, videos and other content at The Sales

Academy, and as a result, there may be inaccuracies; any errors noted should be reported via email for correction.

SUPPLIES AND EQUIPMENT

The student acknowledges and agrees to be solely responsible for the purchase and maintenance of all required supplies and materials necessary for the completion of their boot camp. This includes, but is not limited to: a laptop that meets the minimum requirements (as listed on the FAQ page of The Tech Academy's website – learncodinganywhere.com/Home/FAQ), a mouse, headphones, all required peripheral devices, hardware, software, and subscriptions to necessary software. The student is also responsible for the costs of educational resources such as Pluralsight and Udemy courses, along with any other expenses related to required materials, supplies, or services. It is explicitly understood that these costs are not included in the tuition for the boot camp and must be borne independently by the student. The student's failure to acquire and maintain these supplies and materials may impact their ability to successfully participate in and complete the boot camp.

STUDENT ATTEST

By signing this Enrollment Agreement, the student attests to having read and understood this Enrollment Agreement in full and agrees to its terms. The student is signing this of their own free will and without any duress. The student's signature indicates they recognize their legal responsibilities in this agreement:

_____ _____

Student's name Date

_____

Student's signature

_____ _____

Authorized employee's printed name & title Date

_____

Authorized employee's signature

SIGNED AGREEMENT

I recognize that the Enrollment Agreement that I signed with The Sales Academy is legal-binding on both the school and myself. The school will keep a copy of this signed agreement on file and I will receive a signed copy over email.

Student:

_____ _____

Student's name Date

_____

Student's signature

The Sales Academy employee:

_____ _____

Authorized employee's printed name & title Date

_____

Authorized employee's signature

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ADDITIONAL INFORMATION

-The student policies of The Tech Academy are “Academy Schedule”, “Student Questions”, “Academy Guidelines”, “Student Application Policy," “Disciplinary Policy,” “Course Completions,” and “Students Completing the Program”. Students enrolling in the program agree to follow these policies.

-The Tech Academy notifies students as to acceptance within one week of receiving test answers.

-Upon enrolling, students are provided with necessary materials (books, etc.) by The Tech Academy. After completing the program the student returns any provided supplies (books, etc.) to The Tech Academy.

-The grading system The Tech Academy uses is “PASS” or “FAIL”. Fails are handled through correction with an Instructor to remedy it to a pass. All courses must be passed to count as a completion.

-To graduate the student, they must have completed the entire curriculum of that boot camp.

-We will also graduate a student when they can mark off all boxes within Standards & Competencies within the bootcamp they enrolled in.

-Each student that completes the curriculum will be issued a Software Developer Boot Camp completion certificate.

-There is no probation for students of The Tech Academy.

-There are no suspensions for students at The Tech Academy.

-The Tech Academy has a Job Placement Director who assists students in their job search.

-If students withdraw from the program, they must reapply anew.

-Student Files are kept for all students. The student may access their file by contacting the Student Registration Director and requesting access. A time is then scheduled to view the folder. A Tech Academy employee will be present to ensure required data isn’t taken from the folder.

-The policy regarding the release of information about an individual student is covered in the “Family Educational Rights and Privacy Act” (FEPRA – 20 U.S.C. 1232G; CFR Part 99).

TITLE 38 U.S.C 3679(e)

Title 38 U.S.C 3679(e) states that any covered individual is permitted to attend or participate in the course of education during the period beginning on the date which the individual provides to the educational institution a certificate of eligibility for entitlement to educational assistance under chapter 31 or 33 (can also include a **Statement of Benefits** obtained from the Department of Veterans Affairs) and ending on the earlier of the following dates:

- The date on which payment from the VA is made

- 90 days after the date the institution certified tuition and fees following the receipt of the certificate of eligibility

The Tech Academy will not impose any penalty, including the assessment of late fees, the denial of access to classes, libraries or other institutional facilities, or the requirement that a covered individual borrow additional funds, on any covered individual because of the individual's inability to meet his or her financial obligations to the institution due to the delayed disbursement funding from VA under chapter 31 or 33.

HIGHER EDUCATION COORDINATING COMMISSION

Prosper Consulting Inc is governed and licensed by the Higher Education Committee.

The Higher Education Coordinating Commission, Private Career Schools is located at 3225 25th Street SE, Salem, Oregon 97302.

Students aggrieved by action of the school should attempt to resolve these problems with appropriate school officials. Should this procedure fail, students may contact: Higher Education Coordinating Commission Private Career Schools, 3225 25th Street SE, Salem, Oregon 97302.

Any person unlawfully discriminated against, as described in ORS 534.240, may file a complaint under ORS 659A.820 with the Commissioner of the Bureau of Labor and Industries.

The school's policies governing employees will be enforced in situations where instructional staff or other school personnel have been found to have engaged in discriminating behavior.

STUDENT TRANSCRIPT

Date of Enrollment:_____ Date of Graduation:_____

School Information:
The Tech Academy
310 SW 4th Ave, Suite 200
Portland, OR 97204
(503) 206-6915
info@learncodinganywhere.com

Student Information:
Last name:
First name:
Gender:
Date of birth:
Address:

Phone number:
Email address:

Program: AI Developer Boot Camp

1) Computer and Technology Basics Course	**Pass**	**Fail**
Technology Nomenclature		
Algorithmic Theory and Design		
Machine Architecture		
Internet and Networking		
Computer Science		

2) Overview of Software Development	**Pass**	**Fail**
Object-Oriented Programming		
Data Structures		
Computer Science Fundamentals		
Flowcharting		
Registry Basics		

3) Version Control Course	**Pass**	**Fail**
Version Control		
Team Foundation Server		
Git and GitHub		

4) HTML and CSS Course	**Pass**	**Fail**
Hyper Text Markup Language		
Cascading Style Sheet		
File Transfer Protocol		

6) Database and SQL Course	**Pass**	**Fail**

5) JavaScript Course	**Pass**	**Fail**

Database Fundamentals		
Structured Query Language		

JavaScript		
jQuery		

7) AI Developer Course	**Pass**	**Fail**
Data processing, analysis and visualization		
AI/Machine Learning		
AI Development and Tools		

8) Project Management	**Pass**	**Fail**
Agile		
Scrum		
Project Management		

9) AI Developer Live Project	**Pass**	**Fail**
Live Project		

10) Job Placement Course	**Pass**	**Fail**
Resumes and Cover Letters		
Interview Preparation		

Hours Total to Complete: 640

Hours Total Completed: _____

Note: The Tech Academy operates on a pass/fail grading system, meaning a student must receive 100% in each subject before progressing further into the program. This is to ensure full comprehension of the material.

The Tech Academy maintains student records for a period of 25 years. The Tech Academy will maintain student transcripts as long as the school is in operation.

_____ _____

Signature of school official Date

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STUDENT TRANSCRIPT

Date of Enrollment:_____ Date of Graduation:_____

School Information:
The Tech Academy
310 SW 4th Ave, Suite 200
Portland, OR 97204
(503) 206-6915
info@learncodinganywhere.com

Student Information:
Last name:
First name:
Gender:
Date of birth:
Address:

Phone number:
Email address:

Program: C# and .NET Boot Camp

1) Computer and Technology Basics Course	**Pass**	**Fail**
Technology Nomenclature		
Algorithmic Theory and Design		
Machine Architecture		
Internet and Networking		
Computer Science		

2) Overview of Software Development	**Pass**	**Fail**
Object-Oriented Programming		
Data Structures		
Computer Science Fundamentals		
Flowcharting		
Registry Basics		

3) Version Control Course	**Pass**	**Fail**
Version Control		
Team Foundation Server		
Git and GitHub		

4) HTML and CSS Course	**Pass**	**Fail**
Hyper Text Markup Language		
Cascading Style Sheet		
File Transfer Protocol		

6) Database and SQL Course	**Pass**	**Fail**

5) JavaScript Course	**Pass**	**Fail**

Database Fundamentals		
Structured Query Language		

JavaScript		
jQuery		

7) Visual Studio Course	Pass	Fail
Visual Studio		

8) C# and .NET	Pass	Fail
.NET		
C#		
ASP.NET MVC		

9) Project Management	Pass	Fail
Agile		
Scrum		
Project Management		

10) C# Live Project	Pass	Fail
Live Project		

11) Job Placement Course	Pass	Fail
Resumes and Cover Letters		
Interview Preparation		

Hours Total to Complete: 600

Hours Total Completed: _____

Note: The Tech Academy operates on a pass/fail grading system, meaning a student must receive 100% in each subject before progressing further into the program. This is to ensure full comprehension of the material.

The Tech Academy maintains student records for a period of 25 years. The Tech Academy will maintain student transcripts as long as the school is in operation.

_____ _____

Signature of school official Date

STUDENT TRANSCRIPT

Date of Enrollment:_____ Date of Graduation:_____

School Information:
The Tech Academy
310 SW 4th Ave, Suite 200
Portland, OR 97204
(503) 206-6915
info@learncodinganywhere.com

Student Information:
Last name:
First name:
Gender:
Date of birth:
Address:

Phone number:
Email address:

Program: Cyber Security Boot Camp

1) Computer and Technology Basics Course	**Pass**	**Fail**
Technology Nomenclature		
Algorithmic Theory and Design		
Machine Architecture		
Internet and Networking		
Computer Science		

2) Overview of Software Development	**Pass**	**Fail**
Object-Oriented Programming		
Data Structures		
Computer Science Fundamentals		
Flowcharting		
Registry Basics		

3) Version Control Course	**Pass**	**Fail**
Version Control		
Team Foundation Server		
Git and GitHub		

4) Hardware and Networks Basics Course	**Pass**	**Fail**
Computer hardware		
Networks		

5) Hardware and Networks Security Course	**Pass**	**Fail**

6) HTML and CSS Course	**Pass**	**Fail**

Hardware security		
Network Security		

Hyper Text Markup Language		
Cascading Style Sheet		
File Transfer Protocol		

7) Front-End Development and Security Course	**Pass**	**Fail**
JavaScript		
Front-end security		

8) Database and SQL Course	**Pass**	**Fail**
Database fundamentals		
SQL basics		

9) Back-End Security Course	**Pass**	**Fail**
Database security		
SQL security		
SQL server and cloud security		

10) Cyber Security	**Pass**	**Fail**
Cyber security		
Software security		
App security		

11) Project Management Course	**Pass**	**Fail**
Agile/Scrum		
DevOps		

12) Cyber Security Live Project	**Pass**	**Fail**
Live Project		

10) Job Placement Course	**Pass**	**Fail**
Resumes and Cover Letters		
Interview Preparation		

Hours Total to Complete: 800

Hours Total Completed: _____

Note: The Tech Academy operates on a pass/fail grading system, meaning a student must receive 100% in each subject before progressing further into the program. This is to ensure full comprehension of the material.

The Tech Academy maintains student records for a period of 25 years. The Tech Academy will maintain student transcripts as long as the school is in operation.

_____ _____

Signature of school official Date

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STUDENT TRANSCRIPT

Date of Enrollment:_____ Date of Graduation:_____

School Information:
The Tech Academy
310 SW 4th Ave, Suite 200
Portland, OR 97204
(503) 206-6915
info@learncodinganywhere.com

Student Information:
Last name:
First name:
Gender:
Date of birth:
Address:

Phone number:
Email address:

Program: Data Science Boot Camp

1) Computer and Technology Basics Course	**Pass**	**Fail**
Technology Nomenclature		
Algorithmic Theory and Design		
Machine Architecture		
Internet and Networking		
Computer Science		

2) Overview of Software Development	**Pass**	**Fail**
Object-Oriented Programming		
Data Structures		
Computer Science Fundamentals		
Flowcharting		
Registry Basics		

3) Version Control Course	**Pass**	**Fail**
Version Control		
Team Foundation Server		
Git and GitHub		

4) HTML and CSS Course	**Pass**	**Fail**
Hyper Text Markup Language		
Cascading Style Sheet		
File Transfer Protocol		

6) Database and SQL Course	**Pass**	**Fail**

5) JavaScript Course	**Pass**	**Fail**

Database Fundamentals		
Structured Query Language		

JavaScript		
jQuery		

7) Data Science Course	**Pass**	**Fail**
Data analysis		
AI/Machine Learning		
Data science		

8) Project Management	**Pass**	**Fail**
Agile		
Scrum		
Project Management		

9) Data Science Live Project	**Pass**	**Fail**
Live Project		

10) Job Placement Course	**Pass**	**Fail**
Resumes and Cover Letters		
Interview Preparation		

Hours Total to Complete: 640

Hours Total Completed: _____

Note: The Tech Academy operates on a pass/fail grading system, meaning a student must receive 100% in each subject before progressing further into the program. This is to ensure full comprehension of the material.

The Tech Academy maintains student records for a period of 25 years. The Tech Academy will maintain student transcripts as long as the school is in operation.

_____ _____

Signature of school official Date

STUDENT TRANSCRIPT

Date of Enrollment:_____ Date of Graduation:_____

School Information:
The Tech Academy
310 SW 4th Ave, Suite 200
Portland, OR 97204
(503) 206-6915
info@learncodinganywhere.com

Student Information:
Last name:
First name:
Gender:
Date of birth:
Address:

Phone number:
Email address:

Program: Front-End Web Developer Boot Camp

1) Computer and Technology Basics Course	Pass	Fail
Technology Nomenclature		
Algorithmic Theory and Design		
Machine Architecture		
Internet and Networking		
Computer Science		

2) Overview of Software Development	Pass	Fail
Object-Oriented Programming		
Data Structures		
Computer Science Fundamentals		
Flowcharting		
Registry Basics		

3) Version Control Course	Pass	Fail
Version Control		
Team Foundation Server		
Git and GitHub		

4) HTML and CSS Course	Pass	Fail
Hyper Text Markup Language		
Cascading Style Sheet		
File Transfer Protocol		

5) JavaScript Course	Pass	Fail
JavaScript		

6) Project Management	Pass	Fail
Agile		

jQuery		

Scrum		
Project Management		

7) Front-End Live Project	Pass	Fail
Live Project		

8) Job Placement Course	Pass	Fail
Resumes and Cover Letters		
Interview Preparation		

Hours Total to Complete: 320

Hours Total Completed: _____

Note: The Tech Academy operates on a pass/fail grading system, meaning a student must receive 100% in each subject before progressing further into the program. This is to ensure full comprehension of the material.

The Tech Academy maintains student records for a period of 25 years. The Tech Academy will maintain student transcripts as long as the school is in operation.

_____ _____

Signature of school official Date

STUDENT TRANSCRIPT

Date of Enrollment:_____ Date of Graduation:_____

School Information:
The Tech Academy
310 SW 4th Ave, Suite 200
Portland, OR 97204
(503) 206-6915
info@learncodinganywhere.com

Student Information:
Last name:
First name:
Gender:
Date of birth:
Address:

Phone number:
Email address:

Program: Game Developer Boot Camp

1) Computer and Technology Basics Course	Pass	Fail
Technology Nomenclature		
Algorithmic Theory and Design		
Machine Architecture		
Internet and Networking		
Computer Science		

2) Overview of Software Development	Pass	Fail
Object-Oriented Programming		
Data Structures		
Computer Science Fundamentals		
Flowcharting		
Registry Basics		

3) Version Control Course	Pass	Fail
Version Control		
Team Foundation Server		
Git and GitHub		

4) HTML and CSS Course	Pass	Fail
Hyper Text Markup Language		
Cascading Style Sheet		
File Transfer Protocol		

6) Database and SQL Course	Pass	Fail

5) JavaScript Course	Pass	Fail

Database Fundamentals		
Structured Query Language		

JavaScript		
jQuery		

7) Visual Studio Course	**Pass**	**Fail**
Visual Studio		

8) C# and Unity Course	**Pass**	**Fail**
C#		
Unity		

9) Project Management	**Pass**	**Fail**
Agile		
Scrum		
Project Management		

10) Unity Live Project	**Pass**	**Fail**
Live Project		

11) C++ and Unreal Engine Course	**Pass**	**Fail**
C++		
Unreal Engine		

12) Unreal Engine Live Project	**Pass**	**Fail**
Live Project		

13) Job Placement Course	**Pass**	**Fail**
Resumes and Cover Letters		
Interview Preparation		

Hours Total to Complete: 880

Hours Total Completed: _____

Note: The Tech Academy operates on a pass/fail grading system, meaning a student must receive 100% in each subject before progressing further into the program. This is to ensure full comprehension of the material. The Tech Academy maintains student records for a period of 25 years. The Tech Academy will maintain student transcripts as long as the school is in operation.

_____ _____

Signature of school official Date

STUDENT TRANSCRIPT

Date of Enrollment:_____ Date of Graduation:_____

School Information:
The Tech Academy
310 SW 4th Ave, Suite 200
Portland, OR 97204
(503) 206-6915
info@learncodinganywhere.com

Student Information:
Last name:
First name:
Gender:
Date of birth:
Address:

Phone number:
Email address:

Program: Java and Android Developer Boot Camp

1) Computer and Technology Basics Course	**Pass**	**Fail**
Technology Nomenclature		
Algorithmic Theory and Design		
Machine Architecture		
Internet and Networking		
Computer Science		

2) Overview of Software Development	**Pass**	**Fail**
Object-Oriented Programming		
Data Structures		
Computer Science Fundamentals		
Flowcharting		
Registry Basics		

3) Version Control Course	**Pass**	**Fail**
Version Control		
Team Foundation Server		
Git and GitHub		

4) HTML and CSS Course	**Pass**	**Fail**
Hyper Text Markup Language		
Cascading Style Sheet		
File Transfer Protocol		

6) Database and SQL Course	**Pass**	**Fail**

5) JavaScript Course	**Pass**	**Fail**

Database Fundamentals		
Structured Query Language		

JavaScript		
jQuery		

7) Java and Android Developer Course	**Pass**	**Fail**
Java		
Android Development		
Java Tools and Libraries		

8) Project Management	**Pass**	**Fail**
Agile		
Scrum		
Project Management		

9) Java and Android Live Project	**Pass**	**Fail**
Live Project		

10) Job Placement Course	**Pass**	**Fail**
Resumes and Cover Letters		
Interview Preparation		

Hours Total to Complete: 600

Hours Total Completed: _____

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_____ _____

Signature of school official Date

STUDENT TRANSCRIPT

Date of Enrollment:_____ Date of Graduation:_____

School Information:
The Tech Academy
310 SW 4th Ave, Suite 200
Portland, OR 97204
(503) 206-6915
info@learncodinganywhere.com

Student Information:
Last name:
First name:
Gender:
Date of birth:
Address:

Phone number:
Email address:

Program: JavaScript Developer Boot Camp

1) Computer and Technology Basics Course	Pass	Fail
Technology Nomenclature		
Algorithmic Theory and Design		
Machine Architecture		
Internet and Networking		
Computer Science		

2) Overview of Software Development	Pass	Fail
Object-Oriented Programming		
Data Structures		
Computer Science Fundamentals		
Flowcharting		
Registry Basics		

3) Version Control Course	Pass	Fail
Version Control		
Team Foundation Server		
Git and GitHub		

4) HTML and CSS Course	Pass	Fail
Hyper Text Markup Language		
Cascading Style Sheet		
File Transfer Protocol		

6) Database and SQL Course	Pass	Fail

5) JavaScript Course	Pass	Fail

Database Fundamentals		
Structured Query Language		

JavaScript		
jQuery		

7) Advanced JavaScript Course	**Pass**	**Fail**
JavaScript		
JavaScript libraries and frameworks		

8) Project Management	**Pass**	**Fail**
Agile		
Scrum		
Project Management		

9) JavaScript Live Project	**Pass**	**Fail**
Live Project		

10) Job Placement Course	**Pass**	**Fail**
Resumes and Cover Letters		
Interview Preparation		

Hours Total to Complete: 680

Hours Total Completed: _____

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Signature of school official Date

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STUDENT TRANSCRIPT

Date of Enrollment:_____ Date of Graduation:_____

School Information:
The Tech Academy
310 SW 4th Ave, Suite 200
Portland, OR 97204
(503) 206-6915
info@learncodinganywhere.com

Student Information:
Last name:
First name:
Gender:
Date of birth:
Address:

Phone number:
Email address:

Program: Mobile App Developer Boot Camp

1) Computer and Technology Basics Course	**Pass**	**Fail**
Technology Nomenclature		
Algorithmic Theory and Design		
Machine Architecture		
Internet and Networking		
Computer Science		

2) Overview of Software Development	**Pass**	**Fail**
Object-Oriented Programming		
Data Structures		
Computer Science Fundamentals		
Flowcharting		
Registry Basics		

3) Version Control Course	**Pass**	**Fail**
Version Control		
Team Foundation Server		
Git and GitHub		

4) HTML and CSS Course	**Pass**	**Fail**
Hyper Text Markup Language		
Cascading Style Sheet		
File Transfer Protocol		

6) Database and SQL Course	**Pass**	**Fail**

5) JavaScript Course	**Pass**	**Fail**

Database Fundamentals		
Structured Query Language		

JavaScript		
jQuery		

7) Java and Android Developer Course	**Pass**	**Fail**
Java		
Android Development		
Java Tools and Libraries		

8) iOS Developer Course	**Pass**	**Fail**
Swift		
Objective C		
Xamarin		

9) Project Management	**Pass**	**Fail**
Agile		
Scrum		
Project Management		

10) Mobile Development Live Project	**Pass**	**Fail**
Live Project		

11) Job Placement Course	**Pass**	**Fail**
Resumes and Cover Letters		
Interview Preparation		

Hours Total to Complete: 720

Hours Total Completed: _____

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STUDENT TRANSCRIPT

Date of Enrollment:_____ Date of Graduation:_____

School Information:
The Tech Academy
310 SW 4th Ave, Suite 200
Portland, OR 97204
(503) 206-6915
info@learncodinganywhere.com

Student Information:
Last name:
First name:
Gender:
Date of birth:
Address:

Phone number:
Email address:

Program: Python Boot Camp

1) Computer and Technology Basics Course	**Pass**	**Fail**
Technology Nomenclature		
Algorithmic Theory and Design		
Machine Architecture		
Internet and Networking		
Computer Science		

2) Overview of Software Development	**Pass**	**Fail**
Object-Oriented Programming		
Data Structures		
Computer Science Fundamentals		
Flowcharting		
Registry Basics		

3) Version Control Course	**Pass**	**Fail**
Version Control		
Team Foundation Server		
Git and GitHub		

4) HTML and CSS Course	**Pass**	**Fail**
Hyper Text Markup Language		
Cascading Style Sheet		
File Transfer Protocol		

6) Database and SQL Course	**Pass**	**Fail**

5) JavaScript Course	**Pass**	**Fail**

Database Fundamentals		
Structured Query Language		

JavaScript		
jQuery		

7) Python	**Pass**	**Fail**
Django		
Python		
Data Science		

8) Project Management	**Pass**	**Fail**
Agile		
Scrum		
Project Management		

9) Python Live Project	**Pass**	**Fail**
Live Project		

10) Job Placement Course	**Pass**	**Fail**
Resumes and Cover Letters		
Interview Preparation		

Hours Total to Complete: 600

Hours Total Completed: _____

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Date of Enrollment:_____ Date of Graduation:_____

School Information:
The Tech Academy
310 SW 4th Ave, Suite 200
Portland, OR 97204
(503) 206-6915
info@learncodinganywhere.com

Student Information:
Last name:
First name:
Gender:
Date of birth:
Address:

Phone number:
Email address:

Program: Software Developer Boot Camp

1) Computer and Technology Basics Course	Pass	Fail
Technology Nomenclature		
Algorithmic Theory and Design		
Machine Architecture		
Internet and Networking		
Computer Science		

2) Overview of Software Development	Pass	Fail
Object-Oriented Programming		
Data Structures		
Computer Science Fundamentals		
Flowcharting		
Registry Basics		

3) Version Control Course	Pass	Fail
Version Control		
Team Foundation Server		
Git and GitHub		

4) HTML and CSS Course	Pass	Fail
Hyper Text Markup Language		
Cascading Style Sheet		
File Transfer Protocol		

5) Database and SQL Course	Pass	Fail

6) JavaScript Course	Pass	Fail

Database Fundamentals		
Structured Query Language		

JavaScript		
jQuery		

7) Visual Studio Course	**Pass**	**Fail**
Visual Studio		

8) Python	**Pass**	**Fail**
Django		
Python		
Data Science		

9) C# and .NET Framework	**Pass**	**Fail**
.NET		
C#		
ASP.NET MVC		

10) Project Management	**Pass**	**Fail**
Agile		
Scrum		
Project Management		

11) Live Projects	**Pass**	**Fail**
C# Live Project		
Python Live Project		

12) Job Placement Course	**Pass**	**Fail**
Resumes and Cover Letters		
Interview Preparation		

Hours Total to Complete: 800

Hours Total Completed: _____

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STUDENT TRANSCRIPT

Date of Enrollment:_____ Date of Graduation:_____

School Information:
The Sales Academy
310 SW 4th Ave, Suite 200
Portland, OR 97204
(503) 206-6915
info@salesacademy.us

Student Information:
Last name:
First name:
Gender:
Date of birth:
Address:

Phone number:
Email address:

Program: Tech Marketing Boot Camp

1) Computer and Technology Basics Course	**Pass**	**Fail**
Technology Nomenclature		
Algorithmic Theory and Design		
Machine Architecture		
Internet and Networking		
Computer Science		

2) Overview of Software Development	**Pass**	**Fail**
Object-Oriented Programming		
Data Structures		
Computer Science Fundamentals		
Flowcharting		
Registry Basics		

3) Sales and Marketing Fundamentals Course	**Pass**	**Fail**
Sales Terminology		
Marketing Terminology		
Sales and Marketing Metrics		

4) Leveraging AI and ChatGPT in Sales and Marketing Course	**Pass**	**Fail**
Data Science and AI Basics		
How to Use ChatGPT		
Sales Training With Chatbots		

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5) Mastering the Art of Small Talk Course	Pass	Fail
Small Talk Fundamentals		
Starting Conversations		
3-Step Small Talk Framework		

6) Version Control Course	Pass	Fail
Version Control		
Team Foundation Server		
Git and GitHub		

7) HTML and CSS Course	Pass	Fail
Hyper Text Markup Language		
Cascading Style Sheet		
File Transfer Protocol		

8) Marketing Specialist Course	Pass	Fail
Social Media		
Digital Ads		
Content Management Systems		
Search Engine Optimization		
Email Marketing		
Salesforce Marketing Cloud		
Graphics Design		

9) Project Management	Pass	Fail
Agile		
Scrum		
Project Management		

10) Job Placement Course	Pass	Fail
Resumes and Cover Letters		
Interview Preparation		

Hours Total to Complete: 440

Hours Total Completed: _____

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Signature of school official Date

STUDENT TRANSCRIPT

Date of Enrollment:_____ Date of Graduation:_____

School Information:
The Sales Academy
310 SW 4th Ave, Suite 200
Portland, OR 97204
(503) 206-6915
info@salesacademy.us

Student Information:
Last name:
First name:
Gender:
Date of birth:
Address:

Phone number:
Email address:

Program: Tech Sales and Marketing Boot Camp

1) Computer and Technology Basics Course	**Pass**	**Fail**
Technology Nomenclature		
Algorithmic Theory and Design		
Machine Architecture		
Internet and Networking		
Computer Science		

2) Overview of Software Development	**Pass**	**Fail**
Object-Oriented Programming		
Data Structures		
Computer Science Fundamentals		
Flowcharting		
Registry Basics		

3) Sales and Marketing Fundamentals Course	**Pass**	**Fail**
Sales Terminology		
Marketing Terminology		
Sales and Marketing Metrics		

4) Leveraging AI and ChatGPT in Sales and Marketing Course	**Pass**	**Fail**
Data Science and AI Basics		
How to Use ChatGPT		
Sales Training With Chatbots		

5) Mastering the Art of Small Talk Course	Pass	Fail
Small Talk Fundamentals		
Starting Conversations		
3-Step Small Talk Framework		

6) Preparing for Sales Interviews Course	Pass	Fail
Qualifying Prospects		
Preparing for Sales Interviews		
Researching Prospects		

7) Effective Communication Course	Pass	Fail
Fundamentals of Communication		
Crafting Effective Sales Strategies		
Basic Manners		

8) Sales and Closing Mastery Course	Pass	Fail
How to Interview Prospects		
Objection Handlings		
Handling Competitors		
Full Sequence of Closing		
How to Close Deals		

9) Version Control Course	Pass	Fail
Version Control		
Team Foundation Server		
Git and GitHub		

10) HTML and CSS Course	Pass	Fail
Hyper Text Markup Language		
Cascading Style Sheet		
File Transfer Protocol		

11) Marketing Specialist Course	Pass	Fail
Social Media		
Digital Ads		
Content Management Systems		

12) Tech Sales Software Course	Pass	Fail
Customer Service Management Systems		
Salesforce Sales Cloud		
Sales Enablement and Tools		

Search Engine Optimization		
Email Marketing		
Salesforce Marketing Cloud		
Graphics Design		

Google Workspace		
Presentations		
Digital Signatures		

13) Traits of Successful Closers Course	Pass	Fail
Effective Closing Characteristics		

14) Project Management	Pass	Fail
Agile		
Scrum		
Project Management		

15) Job Placement Course	Pass	Fail
Resumes and Cover Letters		
Interview Preparation		

Hours Total to Complete: 640

Hours Total Completed: _____

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STUDENT TRANSCRIPT

Date of Enrollment:_____ Date of Graduation:_____

School Information:
The Tech Academy
310 SW 4th Ave, Suite 200
Portland, OR 97204
(503) 206-6915
info@salesacademy.us

Student Information:
Last name:
First name:
Gender:
Date of birth:
Address:

Phone number:
Email address:

Program: Tech Sales Boot Camp

1) Computer and Technology Basics Course	**Pass**	**Fail**
Technology Nomenclature		
Algorithmic Theory and Design		
Machine Architecture		
Internet and Networking		
Computer Science		

2) Overview of Software Development	**Pass**	**Fail**
Object-Oriented Programming		
Data Structures		
Computer Science Fundamentals		
Flowcharting		
Registry Basics		

3) Sales and Marketing Fundamentals Course	**Pass**	**Fail**
Sales Terminology		
Marketing Terminology		
Sales and Marketing Metrics		

4) Leveraging AI and ChatGPT in Sales and Marketing Course	**Pass**	**Fail**
Data Science and AI Basics		
How to Use ChatGPT		
Sales Training With Chatbots		

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5) Mastering the Art of Small Talk Course	Pass	Fail
Small Talk Fundamentals		
Starting Conversations		
3-Step Small Talk Framework		

6) Preparing for Sales Interviews Course	Pass	Fail
Qualifying Prospects		
Preparing for Sales Interviews		
Researching Prospects		

7) Effective Communication Course	Pass	Fail
Fundamentals of Communication		
Crafting Effective Sales Strategies		
Basic Manners		

8) Sales and Closing Mastery Course	Pass	Fail
How to Interview Prospects		
Objection Handlings		
Handling Competitors		
Full Sequence of Closing		
How to Close Deals		

9) Tech Sales Software Course	Pass	Fail
Customer Service Management Systems		
Salesforce Sales Cloud		
Sales Enablement and Tools		
Google Workspace		
Presentations		
Digital Signatures		

10) Traits of Successful Closers Course	Pass	Fail
Effective Closing Characteristics		

11) Project Management	Pass	Fail
Agile		
Scrum		
Project Management		

12) Job Placement Course	Pass	Fail
Resumes and Cover Letters		
Interview Preparation		

Hours Total to Complete: 440

Hours Total Completed: _____

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Signature of school official Date

STUDENT TRANSCRIPT

Date of Enrollment:_____ Date of Graduation:_____

School Information:
The Tech Academy
310 SW 4th Ave, Suite 200
Portland, OR 97204
(503) 206-6915
info@learncodinganywhere.com

Student Information:
Last name:
First name:
Gender:
Date of birth:
Address:

Phone number:
Email address:

Program: UI/UX Designer Boot Camp

1) Computer and Technology Basics Course	**Pass**	**Fail**
Technology Nomenclature		
Algorithmic Theory and Design		
Machine Architecture		
Internet and Networking		
Computer Science		

2) Overview of Software Development	**Pass**	**Fail**
Object-Oriented Programming		
Data Structures		
Computer Science Fundamentals		
Flowcharting		
Registry Basics		

3) Version Control Course	**Pass**	**Fail**
Version Control		
Team Foundation Server		
Git and GitHub		

4) HTML and CSS Course	**Pass**	**Fail**
Hyper Text Markup Language		
Cascading Style Sheet		
File Transfer Protocol		

6) Database and SQL Course	**Pass**	**Fail**

5) JavaScript Course	**Pass**	**Fail**

Database Fundamentals		
Structured Query Language		

JavaScript		
jQuery		

7) UI/UX Design Course	**Pass**	**Fail**
User Interfaces		
User Experience		
Design best practices		

8) Project Management	**Pass**	**Fail**
Agile		
Scrum		
Project Management		

9) Design Live Project	**Pass**	**Fail**
Live Project		

10) Job Placement Course	**Pass**	**Fail**
Resumes and Cover Letters		
Interview Preparation		

Hours Total to Complete: 600

Hours Total Completed: _____

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_____ _____

Signature of school official Date

THE TECH ACADEMY
COURSE SYLLABUS

Course: Artificial Intelligence Developer Boot Camp

School address: 310 SW 4th Ave Suite 200
Portland, OR 97204

School website: learncodinganywhere.com

Instructor contact data:
instructor@learncodinganywhere.com
(971)901-9635

School hours: 9:30 a.m. - 9:00 p.m. Weekdays

Course LMS: **https://learncodinganywhere.com/Account/Login**

Course prerequisites: Minimum age of 18

Teaching structure and methodology: The program is self-paced with Instructors available to help. The program is available online through a custom-made Learning Management System. Courses are completed in sequence. The Tech Academy offers open enrollment, which means students can start at any time during business hours (there are no set enrollment dates or cohorts).

The Tech Academy Staff:
Richard Ramsay - Senior Instructor
Elenia Siman - Instructor
Gino Pagtakhan - Instructor
Juvy Leron - Instructor
Jonah Batomalaque - Instructor
Ronel Fajardo - Instructor

The Tech Academy Mission Statement: TO GRADUATE ENTRY-LEVEL TECHNOLOGY PROFESSIONALS THAT EXCEL IN THE BASICS OF THEIR FIELD AND THEREAFTER HAVE SUCCESSFUL CAREERS IN THE TECH INDUSTRY, AND WHOSE ACTIONS RAISE INDUSTRY STANDARDS AND SURPASS CLIENT EXPECTATIONS.

Data Science Boot Camp program purpose: To create a junior AI developer that can perform all entry-level AI development functions.

Course composition: Courses are constituted of video tutorials, essays, articles and practical exercises. Instructors grade essays and check code.

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Standards and competencies gained: Graduates will be competent in the knowledge and skill required of entry-level data science developers.

Materials and supplies: Apart from a laptop computer, all materials and supplies required of the student are covered in the tuition cost and provided by the school. This includes required books and software.

Tests and grading: The passing standard for courses are: a. Having Instructors review the subject matter and b. Students make any required corrections. Students either pass a course (100%) or fail a course (less than 100%). Fails are handled by the student doing any necessary correction as assigned by an Instructor, until a pass is achieved.

Performance assessment information: Throughout the Artificial Intelligence Development Boot Camp, the student turns in essays and does practical coding exercises which are reviewed by an Instructor(s). Some courses contain tests on important data covered on the course. The student is corrected on errors in coding, essays and tests by an Instructor(s). Performance is not averaged and one competency does not compensate for another.

Course expectations: These are covered in the following: a. Student Enrollment video, b. Student Orientation video, c. Academy Guidelines policy, d. Academy Schedule policy, e. Enrollment Agreement, f. Completing Courses policy, g. Student Tips for Program Completion policy, and h. Student Questions policy.

Course descriptions:

Computer and Technology Basics Course

Description: All of our boot camps begin with this course. It exists as an undercut to learning computer programming and provides students with a firm foundation in technology fundamentals. Students gain the knowledge of how computers work and a well-rounded technology vocabulary. The Computer and Technology Basics Course covers:

- Clear definitions for every major technology term
- Algorithm theory and design
- Basic machine architecture
- Central processing unit operation
- Computer network principles
- Internet design and operation
- Web browser operation
- Social media fundamentals
- Basic security concepts
- And more...

Overview of Software Development Course

Description: Due to the importance of the data contained on this course, it is the second course included in all of our boot camps. It covers the basic elements that are fundamental to any computer program, leading to greater comprehension of every computer programming language you will learn in the future. Students will also gain an understanding of the basic actions of a software developer. The Overview of Software Development Course covers:

- Object-oriented programming basics
- Web application basics
- Database basics
- What a software developer actually does
- What other skills a software developer needs
- How programs are made in this profession
- The attitude necessary to be successful
- How to think like a computer programmer
- Number systems
- Data structures
- What flowcharting is and how it helps you to develop
- Registry basics
- Command line basics
- Writing code in Small Basic
- And more...

Version Control Course

Description: Due to the importance of the topics on this course, it is the third course included in all of our boot camps. Keeping track of the various stages of a software program as it is created is vital, if only so that if you find that you're taking the wrong approach to a programming task, you will want a way to get rid of the changes you made and go back to before you tried that approach. Version control allows this as well as other valuable actions related to managing the sometimes lengthy and complex process of making software. The Version Control Course covers:

- What source control and version control are
- Git
- GitHub
- Version control through Team Foundation Server and Git
- File locking
- Version merging
- Change lists
- Push, pull and commit
- And more...

HTML and CSS Course

Description: Because every developer must understand web development, this is the fourth course included in all of our boot camps. It covers the latest versions of HTML (Hypertext Markup Language) and CSS (Cascading Style Sheets). All websites are made using HTML.

CSS is a tool to manage many elements of the pages made with HTML. The HTML and CSS Course covers:

- All the basic fundamentals of HTML5
- All the basic fundamentals of CSS3
- Making an HTML5 website
- Customizing it with CSS3
- File Transfer Protocol
- Bootstrap
- And more...

JavaScript Course

Description: As one of the most in-demand programming languages and a necessary skill for developers, JavaScript is the fifth course included in all of our boot camps. JavaScript is a versatile, popular programming language that is often used to add interactive elements to web pages. It is extremely popular. The JavaScript Course covers:

- History and background of JavaScript
- Fundamental elements of JavaScript and how to create programs using the language
- Modifying your web pages using JavaScript
- Using JavaScript in combination with HTML and CSS to create dynamic websites
- jQuery
- Bootstrap
- Introduction to React.js
- And more...

Database and SQL Course

Description: This course covers database fundamentals and how to create databases. Structured Query Language (SQL) is a programming language used for databases. The Database and SQL Course covers:

- Database fundamentals
- Why databases are so important to development
- CRUD (create, read, update, delete) operations
- How an RDBMS works
- How databases are used in web applications
- How to create your own database
- SQL
- Utilizing SQL with databases
- Using SQL Server
- And more...

Artificial Intelligence Developer Course

Description: Artificial intelligence (computer systems capable of performing tasks that typically require human intelligence) is arguably the fastest-growing technology sector on Earth. The

ramifications of AI exist in all industries and it is pervading every corner of our lives. This course covers each fundamental skill and tool that an entry-level AI developer needs to know.

- AI essentials and AI development tools,
- Machine learning,
- Neural networks,
- AI development with Python,
- Data analysis,
- R programming,
- Data science fundamentals,
- Big data,
- Data structures,
- Natural language processing,
- Deep learning,
- Data visualization,
- Chatbots,
- Web scraping,
- Fundamentals of mathematics,
- Statistics and probability,
- Basic AI algorithms,
- OpenAI API,
- Data preprocessing,
- Feature engineering,
- Model training and model evaluation,
- Sentiment analysis,
- Containerization with Docker,
- Popular data science and AI-centric libraries like: Pandas, Anaconda, TensorFlow, Keras, Theano, SciPy, PyTorch and Matplotlib.
- And more…

Project Management Basics Course

Description: Due to the importance of understanding how development projects are run, this course is included in every boot camp. The process of building complex software is challenging, and involves the use of special tools and project management procedures in order to achieve a satisfactory outcome. In this course, students learn some popular project management technologies used in the software development world, including Agile and Scrum. The Project Management Course covers:

- Project management basics
- Agile
- Scrum
- How to operate as part of a development team
- And more...

Live Projects

Description: To ensure students have development experience, every one of our boot camps include a Live Project. Our Live Projects are 2-week coding projects students engage in that focus on specific tasks and technologies. This is one of the most effective elements of our boot camp program. Here, students do development work that will result in practical experience they add to their resume. During the Live Project, students are challenged to figure out new things they haven't been taught. We attempt to replicate what it's like to do the actual job. For most people, this is where all the tools they've learned come together. They gain the confidence that they can, in fact, do the job. The Live Project covers:

- Application of learned technologies,
- Complex tasks that develop critical thinking and problem-solving skills,
- Practical implementation of various concepts and techniques,
- Practice identifying and fixing issues or errors that arise during the project development process,
- And more…

Job Placement Course

Description: Due to the fact that our goal is that you are employed in a technical position, every boot camp ends with the Job Placement Course. The skills and techniques needed to get hired in technology are not necessarily in the skill set of applicants. This course covers how to land one's first tech job or how to re-enter the industry. The Job Placement Course covers:

- How to do a phone interview
- How to do an in-person interview
- Approaches to white-board presentations
- How to write a resume
- Writing a cover letter
- Where to find tech jobs
- And more...

THE TECH ACADEMY
COURSE SYLLABUS

Course: C# and .NET Boot Camp

School address: 310 SW 4th Ave Suite 200
Portland, OR 97204

School website: learncodinganywhere.com

Instructor contact data:
instructor@learncodinganywhere.com
(971)901-9635

School hours: 9:30 a.m. - 9:00 p.m. Weekdays

Course LMS: https://learncodinganywhere.com/Account/Login

Course prerequisites: Minimum age of 18

Teaching structure and methodology: The program is self-paced with Instructors available to help. The program is available online through a custom-made Learning Management System. Courses are completed in sequence. The Tech Academy offers open enrollment, which means students can start at any time during business hours (there are no set enrollment dates or cohorts).

The Tech Academy Staff:
Richard Ramsay - Senior Instructor
Elenia Siman - Instructor
Gino Pagtakhan - Instructor
Juvy Leron - Instructor
Jonah Batomalaque - Instructor
Ronel Fajardo - Instructor

Course descriptions:

Computer and Technology Basics Course

Description: All of our boot camps begin with this course. It exists as an undercut to learning computer programming and provides students with a firm foundation in technology fundamentals. Students gain the knowledge of how computers work and a well-rounded technology vocabulary. The Computer and Technology Basics Course covers:

- Clear definitions for every major technology term
- Algorithm theory and design
- Basic machine architecture

- Central processing unit operation
- Computer network principles
- Internet design and operation
- Web browser operation
- Social media fundamentals
- Basic security concepts
- And more...

Overview of Software Development Course

Description: Due to the importance of the data contained on this course, it is the second course included in all of our boot camps. It covers the basic elements that are fundamental to any computer program, leading to greater comprehension of every computer programming language you will learn in the future. Students will also gain an understanding of the basic actions of a software developer. The Overview of Software Development Course covers:

- Object-oriented programming basics
- Web application basics
- Database basics
- What a software developer actually does
- What other skills a software developer needs
- How programs are made in this profession
- The attitude necessary to be successful
- How to think like a computer programmer
- Number systems
- Data structures
- What flowcharting is and how it helps you to develop
- Registry basics
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- Writing code in Small Basic
- And more...

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Description: Due to the importance of the topics on this course, it is the third course included in all of our boot camps. Keeping track of the various stages of a software program as it is created is vital, if only so that if you find that you're taking the wrong approach to a programming task, you will want a way to get rid of the changes you made and go back to before you tried that approach. Version control allows this as well as other valuable actions related to managing the sometimes lengthy and complex process of making software. The Version Control Course covers:

- What source control and version control are
- Git
- GitHub
- Version control through Team Foundation Server and Git
- File locking

- Version merging
- Change lists
- Push, pull and commit
- And more...

HTML and CSS Course

Description: Because every developer must understand web development, this is the fourth course included in all of our boot camps. It covers the latest versions of HTML (Hypertext Markup Language) and CSS (Cascading Style Sheets). All websites are made using HTML. CSS is a tool to manage many elements of the pages made with HTML. The HTML and CSS Course covers:

- All the basic fundamentals of HTML5
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- File Transfer Protocol
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JavaScript Course

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Database and SQL Course

Description: This course covers database fundamentals and how to create databases. Structured Query Language (SQL) is a programming language used for databases. The Database and SQL Course covers:

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- CRUD (create, read, update, delete) operations
- How an RDBMS works
- How databases are used in web applications

- How to create your own database
- SQL
- Utilizing SQL with databases
- Using SQL Server
- And more...

Visual Studio Course

Description: Visual Studio is an Integrated Development Environment from Microsoft that helps you write software programs. It brings together many of the tools you'll need to make software in one place. Learning to use Visual Studio well will make all of your learning and job duties go faster. The Visual Studio Course covers:

- Utilizing Visual Studio
- Using Visual Studio's debugger
- Team Foundation Server
- Compiling, publishing and testing your code
- And more…

C# and .NET Course

Description: C# is a very powerful, mature programming language that can be used to create the most complex and robust of software programs, capable of satisfying the needs of large businesses. It is one of the most in-demand languages in the software development field. You will learn the fundamental elements of this popular language, enabling you to create your own software programs, and getting you well-prepared for your career as a developer. .NET is a collection of tools and pre-made software that help developers to make computer programs. It was created by the technology company Microsoft. The C# and .NET Course covers:

- C#
- .NET
- ASP.NET
- LINQ
- Unit Testing
- Entity Framework
- ASP.NET MVC
- LINQ to SQL
- .NET Core
- And more...

Project Management Basics Course

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technologies used in the software development world, including Agile and Scrum. The Project Management Course covers:

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THE TECH ACADEMY
COURSE SYLLABUS

Course: Cyber Security Boot Camp

School address: 310 SW 4th Ave Suite 200
Portland, OR 97204

School website: learncodinganywhere.com

Instructor contact data:
instructor@learncodinganywhere.com
(971)901-9635

School hours: 9:30 a.m. - 9:00 p.m. Weekdays

Course LMS: **https://learncodinganywhere.com/Account/Login**

Course prerequisites: Minimum age of 18

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The Tech Academy Mission Statement: TO GRADUATE ENTRY-LEVEL TECHNOLOGY PROFESSIONALS THAT EXCEL IN THE BASICS OF THEIR FIELD AND THEREAFTER HAVE SUCCESSFUL CAREERS IN THE TECH INDUSTRY, AND WHOSE ACTIONS RAISE INDUSTRY STANDARDS AND SURPASS CLIENT EXPECTATIONS.

Cyber Security Boot Camp program purpose: To create a junior developer and cyber security specialist who can perform the expected functions at an entry-level skill.

Course composition: Courses are constituted of video tutorials, essays, articles and practical exercises. Instructors grade essays and check code.

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Standards and competencies gained: Graduates will be competent in the knowledge and skill required of entry-level cyber security specialists.

Materials and supplies: Apart from a laptop computer, all materials and supplies required of the student are covered in the tuition cost and provided by the school. This includes required books and software.

Tests and grading: The passing standard for courses are: a. Having Instructors review the subject matter and b. Students make any required corrections. Students either pass a course (100%) or fail a course (less than 100%). Fails are handled by the student doing any necessary correction as assigned by an Instructor, until a pass is achieved.

Performance assessment information: Throughout the Cyber Security Boot Camp, the student turns in essays and does practical coding exercises which are reviewed by an Instructor(s). Some courses contain tests on important data covered on the course. The student is corrected on errors in coding, essays and tests by an Instructor(s). Performance is not averaged and one competency does not compensate for another.

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- Git
- GitHub
- Version control through Team Foundation Server and Git
- File locking
- Version merging
- Change lists
- Push, pull and commit
- And more...

Hardware and Networks Basics Course

Description: This course covers the basics of hardware and networks. This knowledge is required for cyber security professionals because in order to secure computer hardware and their associated networks, you need to know how they work. This course covers:

- Hardware and network terminology,
- A deeper dive into computer hardware,
- Server basics,
- How to set up networks,
- and much more.

Hardware and Networks Security Course

Description: Hackers can attack networks and hardware. With a basic understanding of hardware and networks in place, you will now learn how to secure computer hardware and networks to protect them from potential attacks. This course covers:

- Hardware security,
- Network security,
- Linux basics,
- and much more.

HTML and CSS Course

Description: Because every developer must understand web development, this is the fourth course included in all of our boot camps. It covers the latest versions of HTML (Hypertext Markup Language) and CSS (Cascading Style Sheets). All websites are made using HTML. CSS is a tool to manage many elements of the pages made with HTML. The HTML and CSS Course covers:

- All the basic fundamentals of HTML5
- All the basic fundamentals of CSS3
- Making an HTML5 website
- Customizing it with CSS3
- File Transfer Protocol
- Bootstrap
- And more...

Front-End Development and Security Course

Description: In this course, students not only learn how to secure websites and front-end interfaces, they learn additional programming languages and frameworks, including the extremely popular coding language JavaScript. This course covers:

- JavaScript fundamentals,
- HTML and CSS security,
- Web and browser security,
- The basics of Node.js,
- Fundamentals of React.js,
- Front-end security best practices,
- And more...

Database and SQL Course

Description: This course covers database fundamentals and how to create databases. Structured Query Language (SQL) is a programming language used for databases. The Database and SQL Course covers:

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- CRUD (create, read, update, delete) operations
- How an RDBMS works
- How databases are used in web applications
- How to create your own database
- SQL
- Utilizing SQL with databases
- Using SQL Server
- And more...

Back-End Security Course

Description: After the student learns about databases and SQL, they will learn how to secure databases and the backend. This includes protecting against SQL injection attacks and other hacking techniques. This course includes:

- Database security,
- SQL security,
- SQL Server security,
- Security and the cloud,
- And more...

Cyber Security Course

Description: This course covers all basic elements associated with cyber security, including the protection of: hardware, websites, networks, software, the cloud and apps. Students learn the in-demand techniques and popular tools that prevent hackers from cyber attacks. This course includes:

- Cyber security terms and concepts,
- SSL,
- Cryptography,
- Encryption and decryption,
- Cyber attacks,
- Cyber security positions,
- And more...

Project Management Basics Course

Description: Due to the importance of understanding how development projects are run, this course is included in every boot camp. The process of building complex software is challenging, and involves the use of special tools and project management procedures in order to achieve a satisfactory outcome. In this course, students learn some popular project management

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THE TECH ACADEMY
COURSE SYLLABUS

Course: Data Science Boot Camp

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Course composition: Courses are constituted of video tutorials, essays, articles and practical exercises. Instructors grade essays and check code.

Standards and competencies gained: Graduates will be competent in the knowledge and skill required of web developers in creating dynamic websites, including utilization of: HTML, CSS and JavaScript. Graduates will also be competent in the basics of the programming language R.

Materials and supplies: Apart from a laptop computer, all materials and supplies required of the student are covered in the tuition cost and provided by the school. This includes required books and software.

Tests and grading: The passing standard for courses are: a. Having Instructors review the subject matter and b. Students make any required corrections. Students either pass a course (100%) or fail a course (less than 100%). Fails are handled by the student doing any necessary correction as assigned by an Instructor, until a pass is achieved.

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Description: As one of the most in-demand programming languages and a necessary skill for developers, JavaScript is the fifth course included in all of our boot camps. JavaScript is a versatile, popular programming language that is often used to add interactive elements to web pages. It is extremely popular. The JavaScript Course covers:

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- How to create your own database
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Data Science Course:

Description: This course will make you an entry-level data scientist—and data scientists are in strong demand, in tech and other industries. Data science embraces a wide range of scientific methods, systems and processes to extract knowledge and insights from data. The Data Science Course covers the fundamentals of:

- Data visualization – representing information in pictorial form (like graphs or pie charts)
- Statistical analysis – Identifying trends in different data sources
- Data analysis – evaluating data to discover useful information and assist in decision making

- Artificial intelligence – (called AI for short) programming a machine to perform human-like actions, such as facial recognition or voice recognition
- Machine learning – a subcategory of AI that deals with a computer's ability to "learn"—meaning, the ability to perform certain actions based on past experience without explicit instructions
- And more...

Project Management Basics Course

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THE TECH ACADEMY
COURSE SYLLABUS

Course: Front-End Web Developer Boot Camp

School address: 310 SW 4th Ave Suite 200
Portland, OR 97204

School website: learncodinganywhere.com

Instructor contact data:
instructor@learncodinganywhere.com
(971)901-9635

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COURSE SYLLABUS

Course: Game Developer Boot Camp

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Gino Pagtakhan - Instructor
Juvy Leron - Instructor
Jonah Batomalaque - Instructor
Ronel Fajardo - Instructor

The Tech Academy Mission Statement: TO GRADUATE ENTRY-LEVEL TECHNOLOGY PROFESSIONALS THAT EXCEL IN THE BASICS OF THEIR FIELD AND THEREAFTER HAVE SUCCESSFUL CAREERS IN THE TECH INDUSTRY, AND WHOSE ACTIONS RAISE INDUSTRY STANDARDS AND SURPASS CLIENT EXPECTATIONS.

Game Developer Boot Camp program purpose: To create a junior developer C++ and C# developer, that can develop basic games using the game engines Unreal Engine and Unity at an entry-level skill level.

Course composition: Courses are constituted of video tutorials, essays, articles and practical exercises. Instructors grade essays and check code.

Standards and competencies gained: Graduates will be competent in the knowledge and skill required of entry-level game developers.

Materials and supplies: Apart from a laptop computer, all materials and supplies required of the student are covered in the tuition cost and provided by the school. This includes required books and software.

Tests and grading: The passing standard for courses are: a. Having Instructors review the subject matter and b. Students make any required corrections. Students either pass a course (100%) or fail a course (less than 100%). Fails are handled by the student doing any necessary correction as assigned by an Instructor, until a pass is achieved.

Performance assessment information: Throughout the Game Developer Boot Camp, the student turns in essays and does practical coding exercises which are reviewed by an Instructor(s). Some courses contain tests on important data covered on the course. The student is corrected on errors in coding, essays and tests by an Instructor(s). Performance is not averaged and one competency does not compensate for another.

Course expectations: These are covered in the following: a. Student Enrollment video, b. Student Orientation video, c. Academy Guidelines policy, d. Academy Schedule policy, e. Enrollment Agreement, f. Completing Courses policy, g. Student Tips for Program Completion policy, and h. Student Questions policy.

Course descriptions:

Computer and Technology Basics Course

Description: All of our boot camps begin with this course. It exists as an undercut to learning computer programming and provides students with a firm foundation in technology fundamentals. Students gain the knowledge of how computers work and a well-rounded technology vocabulary. The Computer and Technology Basics Course covers:

- Clear definitions for every major technology term
- Algorithm theory and design
- Basic machine architecture
- Central processing unit operation
- Computer network principles
- Internet design and operation
- Web browser operation
- Social media fundamentals
- Basic security concepts
- And more...

Overview of Software Development Course

Description: Due to the importance of the data contained on this course, it is the second course included in all of our boot camps. It covers the basic elements that are fundamental to any computer program, leading to greater comprehension of every computer programming language you will learn in the future. Students will also gain an understanding of the basic actions of a software developer. The Overview of Software Development Course covers:

- Object-oriented programming basics
- Web application basics
- Database basics
- What a software developer actually does
- What other skills a software developer needs
- How programs are made in this profession
- The attitude necessary to be successful
- How to think like a computer programmer
- Number systems
- Data structures
- What flowcharting is and how it helps you to develop
- Registry basics
- Command line basics
- Writing code in Small Basic
- And more...

Version Control Course

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- What source control and version control are
- Git
- GitHub
- Version control through Team Foundation Server and Git
- File locking
- Version merging
- Change lists
- Push, pull and commit
- And more...

HTML and CSS Course

Description: Because every developer must understand web development, this is the fourth course included in all of our boot camps. It covers the latest versions of HTML (Hypertext Markup Language) and CSS (Cascading Style Sheets). All websites are made using HTML. CSS is a tool to manage many elements of the pages made with HTML. The HTML and CSS Course covers:

- All the basic fundamentals of HTML5
- All the basic fundamentals of CSS3
- Making an HTML5 website
- Customizing it with CSS3
- File Transfer Protocol
- Bootstrap
- And more...

JavaScript Course

Description: As one of the most in-demand programming languages and a necessary skill for developers, JavaScript is the fifth course included in all of our boot camps. JavaScript is a versatile, popular programming language that is often used to add interactive elements to web pages. It is extremely popular. The JavaScript Course covers:

- History and background of JavaScript
- Fundamental elements of JavaScript and how to create programs using the language
- Modifying your web pages using JavaScript
- Using JavaScript in combination with HTML and CSS to create dynamic websites
- jQuery
- Bootstrap
- Introduction to React.js
- And more...

Database and SQL Course

Description: This course covers database fundamentals and how to create databases. Structured Query Language (SQL) is a programming language used for databases. The Database and SQL Course covers:

- Database fundamentals
- Why databases are so important to development
- CRUD (create, read, update, delete) operations
- How an RDBMS works
- How databases are used in web applications
- How to create your own database
- SQL
- Utilizing SQL with databases
- Using SQL Server
- And more...

Visual Studio Course

Description: Visual Studio is an Integrated Development Environment from Microsoft that helps you write software programs. It brings together many of the tools you'll need to make software in one place. Learning to use Visual Studio well will make all of your learning and job duties go faster. The Visual Studio Course covers:

- Utilizing Visual Studio
- Using Visual Studio's debugger
- Team Foundation Server
- Compiling, publishing and testing your code
- And more...

C# and Unity Course

Description: The basic software behind computer games and video games is called the game engine. Unity is one of the most popular games engines in the world. Examples of games developed using Unity include: Pokemon GO, Ori and the Blind Forest, and Angry Birds 2. The programming language behind Unity is C# and to really leverage the game engine, you must know how to code in C#. C# can also be used to create virtually any type of software imaginable and it is one of the most popular programming languages in the world. Students learn C# and how to use Unity on this course. This course includes:

- Coding with C#,
- Building C# applications,
- Object-oriented programming with C#,
- How to create games with Unity,
- Advancing Unity games with C# code,
- And more...

Course Competencies:

- Creating software with C#.
- Developing games with Unity.

C++ and Unreal Engine Course

Outcomes: To teach students the fundamentals of C++ so they can use this programming language in game development. To give students the necessary skills to utilize the game engine Unreal Engine for basic game development.

Core Abilities: The basic software behind computer games and video games is called the game engine. The Unreal Engine is one of the most popular games engines in the world. Examples of games developed using the Unreal Engine include: Gears of War, Fortnite and the remake of Final Fantasy VII. The programming language behind the Unreal Engine is C++ and to really leverage the game engine, you must know how to code in C++. C++ can also be used to create virtually any type of software imaginable and it is one of the most popular programming languages in the world. Students learn C++ and how to use the Unreal Engine on this course. This course includes:

- Coding with C++,

- Building C++ applications,
- Object-oriented programming with C++,
- How to create games with the Unreal Engine,
- Advancing games developed with Unreal Engine with C++ code,
- And more...

Project Management Basics Course

Description: Due to the importance of understanding how development projects are run, this course is included in every boot camp. The process of building complex software is challenging, and involves the use of special tools and project management procedures in order to achieve a satisfactory outcome. In this course, students learn some popular project management technologies used in the software development world, including Agile and Scrum. The Project Management Course covers:

- Project management basics
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Live Project

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- Application of learned technologies,
- Complex tasks that develop critical thinking and problem-solving skills,
- Practical implementation of various concepts and techniques,
- Practice identifying and fixing issues or errors that arise during the project development process,
- And more…

Job Placement Course

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- How to do a phone interview
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- Approaches to white-board presentations
- How to write a resume
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THE TECH ACADEMY
COURSE SYLLABUS

Course: Java and Android Developer Boot Camp

School address: 310 SW 4th Ave Suite 200
Portland, OR 97204

School website: learncodinganywhere.com

Instructor contact data:
instructor@learncodinganywhere.com
(971)901-9635

School hours: 9:30 a.m. - 9:00 p.m. Weekdays

Course LMS: https://learncodinganywhere.com/Account/Login

Course prerequisites: Minimum age of 18

Teaching structure and methodology: The program is self-paced with Instructors available to help. The program is available online through a custom-made Learning Management System. Courses are completed in sequence. The Tech Academy offers open enrollment, which means students can start at any time during business hours (there are no set enrollment dates or cohorts).

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Java and Android Developer Boot Camp program purpose: To create a junior-level Java developer who can perform the expected functions at an entry-level skill.

Course composition: Courses are constituted of video tutorials, essays, articles and practical exercises. Instructors grade essays and check code.

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Standards and competencies gained: Graduates will be competent in the knowledge and skill required of entry-level Java computer programmers and junior-level Android app developers.

Materials and supplies: Apart from a laptop computer, all materials and supplies required of the student are covered in the tuition cost and provided by the school. This includes required books and software.

Tests and grading: The passing standard for courses are: a. Having Instructors review the subject matter and b. Students make any required corrections. Students either pass a course (100%) or fail a course (less than 100%). Fails are handled by the student doing any necessary correction as assigned by an Instructor, until a pass is achieved.

Performance assessment information: Throughout the Java and Android Developer Boot Camp, the student turns in essays and does practical coding exercises which are reviewed by an Instructor(s). Some courses contain tests on important data covered on the course. The student is corrected on errors in coding, essays and tests by an Instructor(s). Performance is not averaged and one competency does not compensate for another.

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HTML and CSS Course

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CSS is a tool to manage many elements of the pages made with HTML. The HTML and CSS Course covers:

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- Fundamental elements of JavaScript and how to create programs using the language
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Database and SQL Course

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- Why databases are so important to development
- CRUD (create, read, update, delete) operations
- How an RDBMS works
- How databases are used in web applications
- How to create your own database
- SQL
- Utilizing SQL with databases
- Using SQL Server
- And more...

Java and Android Developer Course

Description: Java is one of the most popular programming languages in the world. It is not only used to create complex software, it is the language used for Android app development. In this

course, students will learn the fundamentals of the Java language and be set up to create basic Java software and apps. The Java and Android Developer Course covers:

- Key object-oriented programming terms and concepts,
- Basic Java syntax,
- The Eclipse Integrated Development Environment,
- Object-oriented programming with Java,
- Model-View-Controller (MVC) design pattern with Java,
- Android app development with Java,
- An introduction to Spring MVC,
- The basics of Java Persistence API,
- An introduction to Hibernate ORM (object-relational mapping),
- Fundamentals of Microservices,
- Java libraries,
- And more...

Project Management Basics Course

Description: Due to the importance of understanding how development projects are run, this course is included in every boot camp. The process of building complex software is challenging, and involves the use of special tools and project management procedures in order to achieve a satisfactory outcome. In this course, students learn some popular project management technologies used in the software development world, including Agile and Scrum. The Project Management Course covers:

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Job Placement Course

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THE TECH ACADEMY
COURSE SYLLABUS

Course: JavaScript Developer Boot Camp

School address: 310 SW 4th Ave Suite 200
Portland, OR 97204

School website: learncodinganywhere.com

Instructor contact data:
instructor@learncodinganywhere.com
(971)901-9635

School hours: 9:30 a.m. - 9:00 p.m. Weekdays

Course LMS: https://learncodinganywhere.com/Account/Login

Course prerequisites: Minimum age of 18

Teaching structure and methodology: The program is self-paced with Instructors available to help. The program is available online through a custom-made Learning Management System. Courses are completed in sequence. The Tech Academy offers open enrollment, which means students can start at any time during business hours (there are no set enrollment dates or cohorts).

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JavaScript Developer Boot Camp program purpose: To create a junior JavaScript developer that can develop websites and software with JavaScript frameworks at an entry-level skill level.

Course composition: Courses are constituted of video tutorials, essays, articles and practical exercises. Instructors grade essays and check code.

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Standards and competencies gained: Graduates will be competent in the knowledge and skill required of entry-level JavaScript developers.

Materials and supplies: Apart from a laptop computer, all materials and supplies required of the student are covered in the tuition cost and provided by the school. This includes required books and software.

Tests and grading: The passing standard for courses are: a. Having Instructors review the subject matter and b. Students make any required corrections. Students either pass a course (100%) or fail a course (less than 100%). Fails are handled by the student doing any necessary correction as assigned by an Instructor, until a pass is achieved.

Performance assessment information: Throughout the JavaScript Developer Boot Camp, the student turns in essays and does practical coding exercises which are reviewed by an Instructor(s). Some courses contain tests on important data covered on the course. The student is corrected on errors in coding, essays and tests by an Instructor(s). Performance is not averaged and one competency does not compensate for another.

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- How databases are used in web applications
- How to create your own database
- SQL
- Utilizing SQL with databases
- Using SQL Server
- And more…

Advanced JavaScript Course

Description: A framework is a set of tools and packages designed to aid in the development of software. JavaScript and its frameworks are arguably the most popular (in terms of wide use)

programming language and associated tools. In this course, you will enhance your understanding of JavaScript and its most in-demand frameworks. All of the top tech companies on Earth utilize the technologies covered on this course, including: Google, Facebook and Apple. In addition to JavaScript, you will learn the fundamentals of jQuery, AJAX, JSON, Node.js, React, Vue.js, TypeScript, Angular, MongoDB, Ember.js, and the MEAN stack. This course includes:

- Object-oriented JavaScript programming,
- jQuery syntax,
- An introduction to using Application Program Interfaces with JavaScript,
- Utilizing JSON with AJAX,
- The Model-View-Controller design pattern with JavaScript,
- The basics of Node.js,
- The fundamentals of MySQL,
- An introduction to Vue.js,
- AngularJS syntax,
- How to write TypeScript code,
- Angular fundamentals,
- Ember.js basics,
- Utilizing React,
- Document-oriented databases with MongoDB,
- The basics of Express.js,
- Full stack development with the MEAN stack,
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Project Management Basics Course

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COURSE SYLLABUS

Course: Mobile App Developer Boot Camp

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Mobile App Developer Boot Camp program purpose: To create a junior-level cross-platform, iOS and Android (Java) app developer, who can perform the expected functions at an entry-level skill.

Course composition: Courses are constituted of video tutorials, essays, articles and practical exercises. Instructors grade essays and check code.

Standards and competencies gained: Graduates will be competent in the knowledge and skill required of entry-level app developers.

Materials and supplies: Apart from a laptop computer, all materials and supplies required of the student are covered in the tuition cost and provided by the school. This includes required books and software.

Tests and grading: The passing standard for courses are: a. Having Instructors review the subject matter and b. Students make any required corrections. Students either pass a course (100%) or fail a course (less than 100%). Fails are handled by the student doing any necessary correction as assigned by an Instructor, until a pass is achieved.

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Overview of Software Development Course

Description: Due to the importance of the data contained on this course, it is the second course included in all of our boot camps. It covers the basic elements that are fundamental to any computer program, leading to greater comprehension of every computer programming language you will learn in the future. Students will also gain an understanding of the basic actions of a software developer. The Overview of Software Development Course covers:

- Object-oriented programming basics
- Web application basics
- Database basics
- What a software developer actually does
- What other skills a software developer needs
- How programs are made in this profession
- The attitude necessary to be successful
- How to think like a computer programmer
- Number systems
- Data structures
- What flowcharting is and how it helps you to develop
- Registry basics
- Command line basics
- Writing code in Small Basic
- And more...

Version Control Course

Description: Due to the importance of the topics on this course, it is the third course included in all of our boot camps. Keeping track of the various stages of a software program as it is created is vital, if only so that if you find that you're taking the wrong approach to a programming task, you will want a way to get rid of the changes you made and go back to before you tried that approach. Version control allows this as well as other valuable actions related to managing the sometimes lengthy and complex process of making software. The Version Control Course covers:

- What source control and version control are
- Git
- GitHub
- Version control through Team Foundation Server and Git
- File locking
- Version merging
- Change lists
- Push, pull and commit
- And more...

HTML and CSS Course

Description: Because every developer must understand web development, this is the fourth course included in all of our boot camps. It covers the latest versions of HTML (Hypertext Markup Language) and CSS (Cascading Style Sheets). All websites are made using HTML. CSS is a tool to manage many elements of the pages made with HTML. The HTML and CSS Course covers:

- All the basic fundamentals of HTML5
- All the basic fundamentals of CSS3
- Making an HTML5 website
- Customizing it with CSS3
- File Transfer Protocol
- Bootstrap
- And more...

JavaScript Course

Description: As one of the most in-demand programming languages and a necessary skill for developers, JavaScript is the fifth course included in all of our boot camps. JavaScript is a versatile, popular programming language that is often used to add interactive elements to web pages. It is extremely popular. The JavaScript Course covers:

- History and background of JavaScript
- Fundamental elements of JavaScript and how to create programs using the language
- Modifying your web pages using JavaScript
- Using JavaScript in combination with HTML and CSS to create dynamic websites
- jQuery
- Bootstrap
- Introduction to React.js
- And more...

Database and SQL Course

Description: This course covers database fundamentals and how to create databases. Structured Query Language (SQL) is a programming language used for databases. The Database and SQL Course covers:

- Database fundamentals
- Why databases are so important to development
- CRUD (create, read, update, delete) operations
- How an RDBMS works
- How databases are used in web applications
- How to create your own database
- SQL
- Utilizing SQL with databases
- Using SQL Server
- And more...

Java and Android Developer Course

Description: Java is one of the most popular programming languages in the world. It is not only used to create complex software, it is the language used for Android app development. On this course, students will learn the fundamentals of the Java language and be set up to create basic Java software and apps. The Java and Android Developer Course covers:

- Key object-oriented programming terms and concepts,
- Basic Java syntax,
- The Eclipse Integrated Development Environment,
- Object-oriented programming with Java,
- Model-View-Controller (MVC) design pattern with Java,
- Android app development with Java,
- An introduction to Spring MVC,
- The basics of Java Persistence API,
- An introduction to Hibernate ORM (object-relational mapping),
- Fundamentals of Microservices,
- Java libraries,
- And more...

iOS Developer Course

Description: iOS and Android operating systems dominate the mobile device market. Students will learn how to create basic apps on both of these OSes using the extremely popular programming languages: Swift and Objective-C. Students will additionally learn to develop cross-platform applications through the use of Xamarin and C#. This course includes:

- Basics of UI/UX design,
- Fundamentals of object-oriented programming,
- Developing iOS apps with Swift,
- How to publish apps to the App Store,
- Object-oriented programming with Swift,
- Basic Objective-C,
- Testing iOS apps,
- Very fundamental C#,
- Creating basic cross-platform apps with Xamarin and Xamarin forms,
- Basic app security concepts,
- And more...

Project Management Basics Course

Description: Due to the importance of understanding how development projects are run, this course is included in every boot camp. The process of building complex software is challenging, and involves the use of special tools and project management procedures in order to achieve a satisfactory outcome. In this course, students learn some popular project management technologies used in the software development world, including Agile and Scrum. The Project Management Course covers:

- Project management basics

- Agile
- Scrum
- How to operate as part of a development team
- And more...

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- Application of learned technologies,
- Complex tasks that develop critical thinking and problem-solving skills,
- Practical implementation of various concepts and techniques,
- Practice identifying and fixing issues or errors that arise during the project development process,
- And more…

Job Placement Course

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- How to do a phone interview
- How to do an in-person interview
- Approaches to white-board presentations
- How to write a resume
- Writing a cover letter
- Where to find tech jobs
- And more...

THE TECH ACADEMY
COURSE SYLLABUS

Course: Python Boot Camp

School address: 310 SW 4th Ave Suite 200
Portland, OR 97204

School website: learncodinganywhere.com

Instructor contact data:
instructor@learncodinganywhere.com
(971)901-9635

School hours: 9:30 a.m. - 9:00 p.m. Weekdays

Course LMS: https://learncodinganywhere.com/Account/Login

Course prerequisites: Minimum age of 18

Teaching structure and methodology: The program is self-paced with Instructors available to help. The program is available online through a custom-made Learning Management System. Courses are completed in sequence. The Tech Academy offers open enrollment, which means students can start at any time during business hours (there are no set enrollment dates or cohorts).

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- Algorithm theory and design
- Basic machine architecture

- Central processing unit operation
- Computer network principles
- Internet design and operation
- Web browser operation
- Social media fundamentals
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THE TECH ACADEMY
COURSE SYLLABUS

Course: Software Developer Boot Camp

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The Tech Academy Mission Statement: TO GRADUATE ENTRY-LEVEL TECHNOLOGY PROFESSIONALS THAT EXCEL IN THE BASICS OF THEIR FIELD AND THEREAFTER HAVE SUCCESSFUL CAREERS IN THE TECH INDUSTRY, AND WHOSE ACTIONS RAISE INDUSTRY STANDARDS AND SURPASS CLIENT EXPECTATIONS.

Software Developer Boot Camp program purpose: To create a junior developer who can perform the expected functions required in web and software development of an entry-level developer.

Course composition: Courses are constituted of video tutorials, essays, articles and practical exercises. Instructors grade essays and check code.

Standards and competencies gained: Graduates will be competent in the knowledge and skill required of web developers in creating dynamic websites, including utilization of: HTML, CSS, JavaScript and ASP.NET MVC. Graduates will also be competent in the basics of the programming language C#, and through utilization of skills and knowledge in this language can create working programs and applications.

Materials and supplies: Apart from a laptop computer, all materials and supplies required of the student are covered in the tuition cost and provided by the school. This includes required books and software.

Tests and grading: The passing standard for courses are: a. Having Instructors review the subject matter and b. Students make any required corrections. Students either pass a course (100%) or fail a course (less than 100%). Fails are handled by the student doing any necessary correction as assigned by an Instructor, until a pass is achieved.

Performance assessment information: Throughout the Software Developer Boot Camp, the student turns in essays and does practical coding exercises which are reviewed by an Instructor(s). Some courses contain tests on important data covered on the course. The student is corrected on errors in coding, essays and tests by an Instructor(s). Performance is not averaged and one competency does not compensate for another.

Course expectations: These are covered in the following: a. Student Enrollment video, b. Student Orientation video, c. Academy Guidelines policy, d. Academy Schedule policy, e. Enrollment Agreement, f. Completing Courses policy, g. Student Tips for Program Completion policy, and h. Student Questions policy.

Course descriptions:

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- How to create your own database
- SQL
- Utilizing SQL with databases
- Using SQL Server
- And more…

Visual Studio Course

Description: Visual Studio is an Integrated Development Environment from Microsoft that helps you write software programs. It brings together many of the tools you'll need to make software in one place. Learning to use Visual Studio well will make all of your learning and job duties go faster. The Visual Studio Course covers:

- Utilizing Visual Studio
- Using Visual Studio's debugger
- Team Foundation Server
- Compiling, publishing and testing your code
- And more...

C# and .NET Course

Description: C# is a very powerful, mature programming language that can be used to create the most complex and robust of software programs, capable of satisfying the needs of large businesses. It is one of the most in-demand languages in the software development field. You will learn the fundamental elements of this popular language, enabling you to create your own software programs, and getting you well-prepared for your career as a developer. .NET is a collection of tools and pre-made software that help developers to make computer programs. It was created by the technology company Microsoft. The C# and .NET Course covers:

- C#
- .NET
- ASP.NET
- LINQ
- Unit Testing
- Entity Framework
- ASP.NET MVC
- LINQ to SQL
- .NET Core
- And more...

Python Course

Description: Python is an extremely in-demand and popular programming language which is powerful and robust—capable of a wide range of functions, from web development to creating console applications. The Python Course covers:

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THE SALES ACADEMY
COURSE SYLLABUS

Course: Tech Marketing Boot Camp

School address: 310 SW 4th Ave Suite 200
Portland, OR 97204

School website: salesacademy.us

Instructor contact data:
instructor@salesacademy.us
(503)206-6915

School hours: 9:30 a.m. - 6:00 p.m. Weekdays

Course LMS: salesacademy.us/account/login

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Teaching structure and methodology: The program is self-paced with Instructors available to help. The program is available online through a custom-made Learning Management System. Courses are completed in sequence. The Tech Academy offers open enrollment, which means students can start at any time during business hours (there are no set enrollment dates or cohorts).

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Ronel Fajardo - Instructor

Course composition: Courses are constituted of video tutorials, essays, articles and practical exercises. Instructors grade essays and check code.

Standards and competencies gained: Graduates will be competent in the knowledge and skills required to perform Marketing Director functions across various industries, including the technology sector. They will be proficient in utilizing cutting-edge tools and software used by marketing professionals, such as SEO, video editing, online ads, social media platforms, Salesforce Marketing Cloud, WordPress, Wix, and Squarespace. Graduates will also be adept at email marketing with Hubspot and Mailchimp, conversion tracking, and fundamental graphic design using Photoshop, Illustrator, Indesign, and Canva. Additionally, they will be skilled in event management using Eventbrite and Meetup. This comprehensive training prepares

graduates to effectively manage marketing campaigns, optimize digital content, and lead marketing teams, ensuring they meet industry standards and excel in their roles as Marketing Directors.

Materials and supplies: The student must supply their own materials and supplies, including a laptop or desktop computer that meets the minimum requirement listed on the FAQ page of Tech Academy's website. They may also be required to pay for various subscriptions, certifications and software (some are free, or offer free trials as well).

Tests and grading: The passing standard for courses are: a. Having Instructors review the subject matter and b. Students make any required corrections. Students either pass a course (100%) or fail a course (less than 100%). Fails are handled by the student doing any necessary correction as assigned by an Instructor, until a pass is achieved.

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Sales and Marketing Fundamentals Course

Description: Like how the Computer Basics Course and Overview of Software Development lay the necessary foundation in technology, the Sales and Marketing Fundamentals Course puts in place your sales bedrock to build from. Students learn how to “talk the talk” in marketing and sales, and gain familiarity with the vocabulary and approaches in these industries. This course covers:

- Sales and marketing terminology
- Sales processes and stages (steps of a sales process) basics
- Sales metrics (measurements) and KPI (key performance indicator – a measurable value that shows how effectively a company is achieving key business objectives) fundamentals
- Sales positions and titles definitions
- An overview basic sales techniques
- Fundamentals of sales strategies
- Types of sales software definitions
- The fundamentals of branding
- Digital marketing basics
- Marketing strategies and metrics fundamentals
- Video conferencing basics
- And more…

Leveraging AI and ChatGPT in Sales and Marketing Course

Description: Artificial intelligence (computer systems capable of performing tasks that typically require human intelligence) is arguably the fastest-growing technology sector on Earth. The ramifications of AI exist in all industries and it is pervading every corner of our lives. This course trains students in how to utilize AI and ChatGPT to enhance their marketing and sales efforts. This course includes:

- Data science fundamentals
- The terms associated with AI
- The fundamentals of chatbots (AIs that simulate human conversation)
- How to use ChatGPT (a software application designed to simulate conversation with users)
- Effective utilization of ChatGPT in tech sales
- Effective utilization of ChatGPT in marketing
- How to write effective chatbot prompts (predefined messages or questions designed to initiate or guide a conversation with AI)
- Crafting content with chatbots
- Sales training with chatbots
- And more…

Mastering the Art of Small Talk Course

Description: Love it or hate it, small talk is how to start conversations and it is the first step of establishing a meaningful relationship. Sales and marketing staff need the ability to communicate well and network, and these skills are learned on this course. This course covers:

- The fundamentals of small talk
- Overcoming barriers to introductory communication
- The pros and cons of small talk
- Effective listening strategies
- Techniques to overcome lack of confidence and introversion
- How to start conversations and form meaningful connections
- The Dos and Don'ts of small talk
- The proven 3-step “Small Talk Framework”
- And more…

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- Making an HTML5 website
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- File Transfer Protocol
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- And more...

Marketing Specialist Course

The purpose of this course is to prepare students in performing Marketing Director functions at virtually any company. On it, students also learn how to use cutting-edge and in-demand tools and software used by marketing staff to generate business. This is the longest course that The Sales Academy delivers. This course covers:

- The fundamentals of graphic design
- Search engine optimization (SEO – the process of improving a website to increase its visibility) basics
- Video editing with Adobe Premiere Pro
- An introduction to Salesforce and Salesforce Marketing Cloud
- The fundamentals of social media, including Facebook, Instagram, X (Twitter), and more
- How to use YouTube and the basics of managing a channel
- How to utilize Google Ads
- How to post ads on every major social media platform
- The fundamentals of content management systems (CMSes – software platforms that help users manage digital content)
- The basics of WordPress (a platform for websites and blogs easily)
- The basics of Wix (a website builder that allows users to manage websites)
- The basics of Squarespace (a website building and hosting platform)
- The fundamentals of email marketing
- An overview of how to use Hubspot (a popular marketing tools platform)
- An overview of how to use Mailchimp (an email marketing platform)

- How to improve email deliverability
- How to implement conversion tracking for Meta (the company that owns Facebook, Instagram, and other popular apps) ads, Google ads and X ads
- The basics of Adobe Photoshop
- An overview of Adobe InDesign (a professional tool for creating and designing layouts for print and digital media)
- The fundamentals of Adobe Illustrator (software for creating graphics and illustrations)
- The basics of Canva (online tool for creating designs and graphics)
- Event management, including using the popular event platforms Eventbrite and Meetup
- And more…

Project Management Basics Course

Description: Due to the importance of understanding how development projects are run, this course is included in every boot camp. The process of building complex software is challenging, and involves the use of special tools and project management procedures in order to achieve a satisfactory outcome. In this course, students learn some popular project management technologies used in the software development world, including Agile and Scrum. The Project Management Course covers:

- Project management basics
- Agile
- Scrum
- How to operate as part of a development team
- And more...

Job Placement Course

Description: Due to the fact that our goal is that you are employed in a technical position, every boot camp ends with the Job Placement Course. The skills and techniques needed to get hired in technology are not necessarily in the skill set of applicants. This course covers how to land one's first tech job or how to re-enter the industry. The Job Placement Course covers:

- How to do a phone interview
- How to do an in-person interview
- Approaches to white-board presentations
- How to write a resume
- Writing a cover letter
- Where to find tech jobs
- And more...

THE SALES ACADEMY
COURSE SYLLABUS

Course: Tech Sales and Marketing Boot Camp

School address: 310 SW 4th Ave Suite 200
Portland, OR 97204

School website: salesacademy.us

Instructor contact data:
instructor@salesacademy.us
(503)206-6915

School hours: 9:30 a.m. - 6:00 p.m. Weekdays

Course LMS: salesacademy.us/account/login

Course prerequisites: Minimum age of 18

Teaching structure and methodology: The program is self-paced with Instructors available to help. The program is available online through a custom-made Learning Management System. Courses are completed in sequence. The Tech Academy offers open enrollment, which means students can start at any time during business hours (there are no set enrollment dates or cohorts).

The Tech Academy Staff:
Richard Ramsay - Senior Instructor
Elenia Siman - Instructor
Gino Pagtakhan - Instructor
Juvy Leron - Instructor
Jonah Batomalaque - Instructor
Ronel Fajardo - Instructor

Course composition: Courses are constituted of video tutorials, essays, articles and practical exercises. Instructors grade essays and check code.

Standards and competencies gained: Graduates will be competent in the knowledge and skills required to succeed in the tech sales and marketing industries, including the utilization of Salesforce Sales Cloud, HubSpot CRM, Slack, Microsoft Teams, LinkedIn Sales Navigator, Google Workspace (Google Docs, Google Sheets, Google Slides, Google Forms, Google Calendar, Google Meet, and Gmail), Adobe Sign, Docusign, SEO, online ads, social media platforms, Salesforce Marketing Cloud, WordPress, Wix, and Squarespace. Graduates will also be proficient in fundamental marketing techniques such as email marketing with Mailchimp, conversion tracking, and the basics of graphic design using Photoshop, Illustrator, Indesign, and

Canva. Through the integration of these tools and techniques, graduates will be capable of effectively managing sales processes, executing marketing campaigns, and enhancing team collaboration, thus preparing them for entry-level positions in tech sales and marketing.

Materials and supplies: The student must supply their own materials and supplies, including a laptop or desktop computer that meets the minimum requirement listed on the FAQ page of Tech Academy's website. They may also be required to pay for various subscriptions, certifications and software (some are free, or offer free trials as well).

Tests and grading: The passing standard for courses are: a. Having Instructors review the subject matter and b. Students make any required corrections. Students either pass a course (100%) or fail a course (less than 100%). Fails are handled by the student doing any necessary correction as assigned by an Instructor, until a pass is achieved.

Performance assessment information: Throughout this boot camp, the student submits essays and does practical exercises which are reviewed by an Instructor(s). Some courses contain tests on important data covered on the course. The student is corrected on errors in their assignment submissions, essays and tests by an Instructor(s). Performance is not averaged and one competency does not compensate for another.

Course expectations: These are covered in the following: a. Student Enrollment video, b. Student Orientation video, c. Academy Guidelines policy, d. Academy Schedule policy, e. Enrollment Agreement, f. Completing Courses policy, g. Student Tips for Program Completion policy, and h. Student Questions policy.

Course descriptions:

Computer and Technology Basics Course

Description: All of our boot camps begin with this course. It exists as an undercut to learning computer programming and provides students with a firm foundation in technology fundamentals. Students gain the knowledge of how computers work and a well-rounded technology vocabulary. The Computer and Technology Basics Course covers:

- Clear definitions for every major technology term
- Algorithm theory and design
- Basic machine architecture
- Central processing unit operation
- Computer network principles
- Internet design and operation
- Web browser operation
- Social media fundamentals
- Basic security concepts
- And more...

Overview of Software Development Course

Description: Due to the importance of the data contained on this course, it is the second course included in all of our boot camps. It covers the basic elements that are fundamental to any computer program, leading to greater comprehension of every computer programming language you will learn in the future. Students will also gain an understanding of the basic actions of a software developer. The Overview of Software Development Course covers:

- Object-oriented programming basics
- Web application basics
- Database basics
- What a software developer actually does
- What other skills a software developer needs
- How programs are made in this profession
- The attitude necessary to be successful
- How to think like a computer programmer
- Number systems
- Data structures
- What flowcharting is and how it helps you to develop
- Registry basics
- Command line basics
- Writing code in Small Basic
- And more...

Sales and Marketing Fundamentals Course

Description: Like how the Computer Basics Course and Overview of Software Development lay the necessary foundation in technology, the Sales and Marketing Fundamentals Course puts in place your sales bedrock to build from. Students learn how to “talk the talk” in marketing and sales, and gain familiarity with the vocabulary and approaches in these industries. This course covers:

- Sales and marketing terminology
- Sales processes and stages (steps of a sales process) basics
- Sales metrics (measurements) and KPI (key performance indicator – a measurable value that shows how effectively a company is achieving key business objectives) fundamentals
- Sales positions and titles definitions
- An overview basic sales techniques
- Fundamentals of sales strategies
- Types of sales software definitions
- The fundamentals of branding
- Digital marketing basics
- Marketing strategies and metrics fundamentals
- Video conferencing basics
- And more…

Leveraging AI and ChatGPT in Sales and Marketing Course

Description: Artificial intelligence (computer systems capable of performing tasks that typically require human intelligence) is arguably the fastest-growing technology sector on Earth. The ramifications of AI exist in all industries and it is pervading every corner of our lives. This course trains students in how to utilize AI and ChatGPT to enhance their marketing and sales efforts. This course includes:

- Data science fundamentals
- The terms associated with AI
- The fundamentals of chatbots (AIs that simulate human conversation)
- How to use ChatGPT (a software application designed to simulate conversation with users)
- Effective utilization of ChatGPT in tech sales
- Effective utilization of ChatGPT in marketing
- How to write effective chatbot prompts (predefined messages or questions designed to initiate or guide a conversation with AI)
- Crafting content with chatbots
- Sales training with chatbots
- And more…

Mastering the Art of Small Talk Course

Description: Love it or hate it, small talk is how to start conversations and it is the first step of establishing a meaningful relationship. Sales and marketing staff need the ability to communicate well and network, and these skills are learned on this course. This course covers:

- The fundamentals of small talk
- Overcoming barriers to introductory communication
- The pros and cons of small talk
- Effective listening strategies
- Techniques to overcome lack of confidence and introversion
- How to start conversations and form meaningful connections
- The Dos and Don'ts of small talk
- The proven 3-step “Small Talk Framework”
- And more…

Effective Communication Course

Description: Communication is the bedrock of sales and ranks higher than closing techniques in terms of importance. Or stated another way, the ability to communicate effectively is the most important skill a closer or salesperson can have. All the techniques in the world mean nothing if one cannot smoothly give and receive ideas. The purpose of this course is to provide students with fundamental communication data and skills, so they have the necessary foundation to build techniques on top of. This course includes:

- The fundamentals of communication
- Techniques for overcoming nervousness
- How to communicate naturally

- How to convey genuine interest
- Effectively starting conversations
- Viewing situations from others' perspectives
- Crafting effective sales strategies
- Tools for building relationships
- The importance of trustworthiness as a sales professional
- How to effectively guide interviews and conversations
- Basic manners
- The use of stories in sales
- And more…

Preparing for Sales Interviews Course

Description: Planning and preparation are key factors in sales. This course trains students in all of the steps that come before interviewing prospects. The information on this course lays the foundation for successful closing situations by covering the preceding actions. This course covers:

- How to mentally prepare for sales interviews
- How to qualify prospects
- Effectively preparing for sales interviews
- How to research a prospect ahead of time
- And more…

Version Control Course

Description: Due to the importance of the topics on this course, it is the third course included in all of our boot camps. Keeping track of the various stages of a software program as it is created is vital, if only so that if you find that you're taking the wrong approach to a programming task, you will want a way to get rid of the changes you made and go back to before you tried that approach. Version control allows this as well as other valuable actions related to managing the sometimes lengthy and complex process of making software. The Version Control Course covers:

- What source control and version control are
- Git
- GitHub
- Version control through Team Foundation Server and Git
- File locking
- Version merging
- Change lists
- Push, pull and commit
- And more...

HTML and CSS Course

Description: Because every developer must understand web development, this is the fourth course included in all of our boot camps. It covers the latest versions of HTML (Hypertext Markup Language) and CSS (Cascading Style Sheets). All websites are made using HTML. CSS is a tool to manage many elements of the pages made with HTML. The HTML and CSS Course covers:

- All the basic fundamentals of HTML5
- All the basic fundamentals of CSS3
- Making an HTML5 website
- Customizing it with CSS3
- File Transfer Protocol
- Bootstrap
- And more...

Marketing Specialist Course

The purpose of this course is to prepare students in performing Marketing Director functions at virtually any company. On it, students also learn how to use cutting-edge and in-demand tools and software used by marketing staff to generate business. This is the longest course that The Sales Academy delivers. This course covers:

- The fundamentals of graphic design
- Search engine optimization (SEO – the process of improving a website to increase its visibility) basics
- Video editing with Adobe Premiere Pro
- An introduction to Salesforce and Salesforce Marketing Cloud
- The fundamentals of social media, including Facebook, Instagram, X (Twitter), and more
- How to use YouTube and the basics of managing a channel
- How to utilize Google Ads
- How to post ads on every major social media platform
- The fundamentals of content management systems (CMSes – software platforms that help users manage digital content)
- The basics of WordPress (a platform for websites and blogs easily)
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- The basics of Canva (online tool for creating designs and graphics)
- Event management, including using the popular event platforms Eventbrite and Meetup

- And more…

Sales and Closing Mastery Course

Description: This course covers the techniques of closing and sales. On it, students learn how to sell. In earlier courses, students put in place the required foundation for being a closer (such as how to communicate effectively and all the steps that come before interviewing prospects), and on this course it is time to master closing! This is the most thorough sales course we deliver. This course covers:

- Customizing sales approaches based on the prospect
- How to improve sales skills through practice
- Techniques for addressing failed closes
- How to professionally interview prospects
- How to answer prospect questions
- How to educate prospects about products and services
- How to generate interest in oneself and others
- Effective objection handlings
- How to deal with competitors
- How to effectively work in a team and with other closers
- Proven techniques to close prospects
- Techniques for speeding up the closing process
- How to address prospects who back out of the sale
- How to secure the close
- What to do after the close
- Addressing invalid accusations from customers
- How to enact courage and persistence as a tech sales specialist
- How to demonstrate genuine care for your prospects
- The importance of hard work in sales
- The Dos and Don'ts of closing
- The entire sequence, from start to finish, of how to close a prospect
- And more…

Tech Sales Software Course

Description: This course trains students in how to use the most in-demand sales management software so they can successfully navigate these systems in their career of choice. Properly utilized, sales platforms can boost sales and increase closing rates. This course covers:

- The fundamentals of CRMs (customer relationship management, which is software that helps businesses manage and analyze customers)
- An overview of how to use Salesforce and Salesforce Sales Cloud (a collection of online applications for sales)
- How to use HubSpot CRM (a free customer relationship management software)
- The basics of utilizing Slack (a messaging platform designed for team communication)
- The fundamentals of how to use Microsoft Teams (a communication and collaboration platform)

- The fundamentals of sales enablement (the process of providing sales teams with the resources they need to succeed)
- How to use LinkedIn Sales Navigator (a tool designed for sales professionals to find, connect, and build relationships with potential customers)
- Utilizing Google Workspace, including Google Docs, Google Sheets, Google Slides, Google Forms, Google Calendar, Google Meet and Gmail
- The fundamentals of crafting effective presentations/PowerPoints
- How to send contracts and obtain secure digital signatures with Adobe Sign
- How to send contracts and obtain secure digital signatures with Docusign
- And more…

The Traits of Successful Closers Course

The purpose of this course is to teach students the successful actions and attitudes of Earth's most famous salespeople. In this course, we have compiled the traits that the world's most successful sales professionals and closers have in common. It is your roadmap to excellence and illustrates why understanding these characteristics is crucial for anyone looking to excel in sales. By emulating the behaviors of the top dogs, you are invited on a transformative journey towards sales mastery. This course includes:

- How to emulate the characteristics of the top closers in the history of the world
- Effective closing techniques from the best salespeople
- Inspiring videos from premier closers across multiple industries
- And more…

Project Management Basics Course

Description: Due to the importance of understanding how development projects are run, this course is included in every boot camp. The process of building complex software is challenging, and involves the use of special tools and project management procedures in order to achieve a satisfactory outcome. In this course, students learn some popular project management technologies used in the software development world, including Agile and Scrum. The Project Management Course covers:

- Project management basics
- Agile
- Scrum
- How to operate as part of a development team
- And more...

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- How to do a phone interview

- How to do an in-person interview
- Approaches to white-board presentations
- How to write a resume
- Writing a cover letter
- Where to find tech jobs
- And more...

THE SALES ACADEMY
COURSE SYLLABUS

Course: Tech Sales Boot Camp

School address: 310 SW 4th Ave Suite 200
Portland, OR 97204

School website: salesacademy.us

Instructor contact data:
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(503)206-6915

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Richard Ramsay - Senior Instructor
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Gino Pagtakhan - Instructor
Juvy Leron - Instructor
Jonah Batomalaque - Instructor
Ronel Fajardo - Instructor

Course composition: Courses are constituted of video tutorials, essays, articles and practical exercises. Instructors grade essays and check code.

Standards and competencies gained: Graduates will be competent in the knowledge and skills required to excel in tech sales roles, possessing a balanced expertise in both hard skills and soft skills essential for the industry. They will be proficient in utilizing the most in-demand sales software solutions, including Salesforce Sales Cloud, HubSpot CRM, Slack, Microsoft Teams, LinkedIn Sales Navigator, Google Workspace (Google Docs, Google Sheets, Google Slides, Google Forms, Google Calendar, Google Meet, and Gmail), Adobe Sign, and Docusign. Additionally, graduates will be effective communicators, skilled in closing techniques, sales enablement, and delivering impactful presentations. This boot camp ensures graduates are

well-prepared for a career in tech sales, equipped with the necessary technical abilities and interpersonal skills to succeed and meet industry standards.

Materials and supplies: The student must supply their own materials and supplies, including a laptop or desktop computer that meets the minimum requirement listed on the FAQ page of Tech Academy's website. They may also be required to pay for various subscriptions, certifications and software (some are free, or offer free trials as well).

Tests and grading: The passing standard for courses are: a. Having Instructors review the subject matter and b. Students make any required corrections. Students either pass a course (100%) or fail a course (less than 100%). Fails are handled by the student doing any necessary correction as assigned by an Instructor, until a pass is achieved.

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Course expectations: These are covered in the following: a. Student Enrollment video, b. Student Orientation video, c. Academy Guidelines policy, d. Academy Schedule policy, e. Enrollment Agreement, f. Completing Courses policy, g. Student Tips for Program Completion policy, and h. Student Questions policy.

Course descriptions:

Computer and Technology Basics Course

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- Clear definitions for every major technology term
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- Basic machine architecture
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- Computer network principles
- Internet design and operation
- Web browser operation
- Social media fundamentals
- Basic security concepts
- And more...

Overview of Software Development Course

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- What flowcharting is and how it helps you to develop
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- Command line basics
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- And more...

Sales and Marketing Fundamentals Course

Description: Like how the Computer Basics Course and Overview of Software Development lay the necessary foundation in technology, the Sales and Marketing Fundamentals Course puts in place your sales bedrock to build from. Students learn how to “talk the talk” in marketing and sales, and gain familiarity with the vocabulary and approaches in these industries. This course covers:

- Sales and marketing terminology
- Sales processes and stages (steps of a sales process) basics
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- Sales positions and titles definitions
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- Fundamentals of sales strategies
- Types of sales software definitions
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- Digital marketing basics
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- Video conferencing basics
- And more…

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- Data science fundamentals
- The terms associated with AI
- The fundamentals of chatbots (AIs that simulate human conversation)
- How to use ChatGPT (a software application designed to simulate conversation with users)
- Effective utilization of ChatGPT in tech sales
- Effective utilization of ChatGPT in marketing
- How to write effective chatbot prompts (predefined messages or questions designed to initiate or guide a conversation with AI)
- Crafting content with chatbots
- Sales training with chatbots
- And more…

Mastering the Art of Small Talk Course

Description: Love it or hate it, small talk is how to start conversations and it is the first step of establishing a meaningful relationship. Sales and marketing staff need the ability to communicate well and network, and these skills are learned on this course. This course covers:

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- Techniques to overcome lack of confidence and introversion
- How to start conversations and form meaningful connections
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- The proven 3-step “Small Talk Framework”
- And more…

Effective Communication Course

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- The fundamentals of communication
- Techniques for overcoming nervousness
- How to communicate naturally
- How to convey genuine interest

- Effectively starting conversations
- Viewing situations from others' perspectives
- Crafting effective sales strategies
- Tools for building relationships
- The importance of trustworthiness as a sales professional
- How to effectively guide interviews and conversations
- Basic manners
- The use of stories in sales
- And more…

Preparing for Sales Interviews Course

Description: Planning and preparation are key factors in sales. This course trains students in all of the steps that come before interviewing prospects. The information on this course lays the foundation for successful closing situations by covering the preceding actions. This course covers:

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- How to research a prospect ahead of time
- And more…

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- How to educate prospects about products and services
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- Addressing invalid accusations from customers

- How to enact courage and persistence as a tech sales specialist
- How to demonstrate genuine care for your prospects
- The importance of hard work in sales
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- The entire sequence, from start to finish, of how to close a prospect
- And more…

Tech Sales Software Course

Description: This course trains students in how to use the most in-demand sales management software so they can successfully navigate these systems in their career of choice. Properly utilized, sales platforms can boost sales and increase closing rates. This course covers:

- The fundamentals of CRMs (customer relationship management, which is software that helps businesses manage and analyze customers)
- An overview of how to use Salesforce and Salesforce Sales Cloud (a collection of online applications for sales)
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- How to emulate the characteristics of the top closers in the history of the world
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Project Management Basics Course

Description: Due to the importance of understanding how development projects are run, this course is included in every boot camp. The process of building complex software is challenging, and involves the use of special tools and project management procedures in order to achieve a satisfactory outcome. In this course, students learn some popular project management technologies used in the software development world, including Agile and Scrum. The Project Management Course covers:

- Project management basics
- Agile
- Scrum
- How to operate as part of a development team
- And more...

Job Placement Course

Description: Due to the fact that our goal is that you are employed in a technical position, every boot camp ends with the Job Placement Course. The skills and techniques needed to get hired in technology are not necessarily in the skill set of applicants. This course covers how to land one's first tech job or how to re-enter the industry. The Job Placement Course covers:

- How to do a phone interview
- How to do an in-person interview
- Approaches to white-board presentations
- How to write a resume
- Writing a cover letter
- Where to find tech jobs
- And more...

THE TECH ACADEMY
COURSE SYLLABUS

Course: UI/UX Designer Boot Camp

School address: 310 SW 4th Ave Suite 200
Portland, OR 97204

School website: learncodinganywhere.com

Instructor contact data:
instructor@learncodinganywhere.com
(971)901-9635

School hours: 9:30 a.m. - 9:00 p.m. Weekdays

Course LMS: https://learncodinganywhere.com/Account/Login

Course prerequisites: Minimum age of 18

Teaching structure and methodology: The program is self-paced with Instructors available to help. The program is available online through a custom-made Learning Management System. Courses are completed in sequence. The Tech Academy offers open enrollment, which means students can start at any time during business hours (there are no set enrollment dates or cohorts).

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Richard Ramsay - Senior Instructor
Elenia Siman - Instructor
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Juvy Leron - Instructor
Jonah Batomalaque - Instructor
Ronel Fajardo - Instructor

Course composition: Courses are constituted of video tutorials, essays, articles and practical exercises. Instructors grade essays and check code.

Standards and competencies gained: Graduates will be competent in the knowledge and skill required of web developers in creating dynamic websites, including utilization of: HTML, CSS and JavaScript. Graduates will also be competent in the basics of the programming language R.

Materials and supplies: Apart from a laptop computer, all materials and supplies required of the student are covered in the tuition cost and provided by the school. This includes required books and software.

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Tests and grading: The passing standard for courses are: a. Having Instructors review the subject matter and b. Students make any required corrections. Students either pass a course (100%) or fail a course (less than 100%). Fails are handled by the student doing any necessary correction as assigned by an Instructor, until a pass is achieved.

Performance assessment information: Throughout the UI/UX Designer Boot Camp, the student turns in essays and does practical coding exercises which are reviewed by an Instructor(s). Some courses contain tests on important data covered on the course. The student is corrected on errors in coding, essays and tests by an Instructor(s). Performance is not averaged and one competency does not compensate for another.

Course expectations: These are covered in the following: a. Student Enrollment video, b. Student Orientation video, c. Academy Guidelines policy, d. Academy Schedule policy, e. Enrollment Agreement, f. Completing Courses policy, g. Student Tips for Program Completion policy, and h. Student Questions policy.

Course descriptions:

Computer and Technology Basics Course

Description: All of our boot camps begin with this course. It exists as an undercut to learning computer programming and provides students with a firm foundation in technology fundamentals. Students gain the knowledge of how computers work and a well-rounded technology vocabulary. The Computer and Technology Basics Course covers:

- Clear definitions for every major technology term
- Algorithm theory and design
- Basic machine architecture
- Central processing unit operation
- Computer network principles
- Internet design and operation
- Web browser operation
- Social media fundamentals
- Basic security concepts
- And more...

Overview of Software Development Course

Description: Due to the importance of the data contained on this course, it is the second course included in all of our boot camps. It covers the basic elements that are fundamental to any computer program, leading to greater comprehension of every computer programming language you will learn in the future. Students will also gain an understanding of the basic actions of a software developer. The Overview of Software Development Course covers:

- Object-oriented programming basics
- Web application basics
- Database basics

- What a software developer actually does
- What other skills a software developer needs
- How programs are made in this profession
- The attitude necessary to be successful
- How to think like a computer programmer
- Number systems
- Data structures
- What flowcharting is and how it helps you to develop
- Registry basics
- Command line basics
- Writing code in Small Basic
- And more...

Version Control Course

Description: Due to the importance of the topics on this course, it is the third course included in all of our boot camps. Keeping track of the various stages of a software program as it is created is vital, if only so that if you find that you're taking the wrong approach to a programming task, you will want a way to get rid of the changes you made and go back to before you tried that approach. Version control allows this as well as other valuable actions related to managing the sometimes lengthy and complex process of making software. The Version Control Course covers:

- What source control and version control are
- Git
- GitHub
- Version control through Team Foundation Server and Git
- File locking
- Version merging
- Change lists
- Push, pull and commit
- And more...

HTML and CSS Course

Description: Because every developer must understand web development, this is the fourth course included in all of our boot camps. It covers the latest versions of HTML (Hypertext Markup Language) and CSS (Cascading Style Sheets). All websites are made using HTML. CSS is a tool to manage many elements of the pages made with HTML. The HTML and CSS Course covers:

- All the basic fundamentals of HTML5
- All the basic fundamentals of CSS3
- Making an HTML5 website
- Customizing it with CSS3
- File Transfer Protocol
- Bootstrap

- And more...

JavaScript Course

Description: As one of the most in-demand programming languages and a necessary skill for developers, JavaScript is the fifth course included in all of our boot camps. JavaScript is a versatile, popular programming language that is often used to add interactive elements to web pages. It is extremely popular. The JavaScript Course covers:

- History and background of JavaScript
- Fundamental elements of JavaScript and how to create programs using the language
- Modifying your web pages using JavaScript
- Using JavaScript in combination with HTML and CSS to create dynamic websites
- jQuery
- Bootstrap
- Introduction to React.js
- And more...

Database and SQL Course

Description: This course covers database fundamentals and how to create databases. Structured Query Language (SQL) is a programming language used for databases. The Database and SQL Course covers:

- Database fundamentals
- Why databases are so important to development
- CRUD (create, read, update, delete) operations
- How an RDBMS works
- How databases are used in web applications
- How to create your own database
- SQL
- Utilizing SQL with databases
- Using SQL Server
- And more...

UI/UX Designer Course

Description: UI stands for “user interface”. A “user” is simply someone who uses something. An “interface” is the part of a computer or device that the user interacts with. It is a device or program that enables a user to communicate with a computer. For example: a mouse is an interface. UX stands for “user experience”. UX is used to describe the overall experience one has in using a computer program. Things such as ease of use, aesthetics, how easy it is to work out on your own, how to use it, etc. are all considered part of the user experience. This course covers the basics of UI and UX, including:

- Basic design principles,
- The fundamentals of UI and UX,

- How to utilize fonts,
- Using colors,
- Choosing layouts,
- Wireframing (how to create a blueprint for a website),
- Photoshop fundamentals,
- Principles of motion design,
- Incorporating sound,
- Prototyping and usability testing (ways of testing software and websites),

and much more.

Project Management Basics Course

Description: Due to the importance of understanding how development projects are run, this course is included in every boot camp. The process of building complex software is challenging, and involves the use of special tools and project management procedures in order to achieve a satisfactory outcome. In this course, students learn some popular project management technologies used in the software development world, including Agile and Scrum. The Project Management Course covers:

- Project management basics
- Agile
- Scrum
- How to operate as part of a development team
- And more...

Live Project

Description: To ensure students have development experience, every one of our boot camps include a Live Project. Our Live Projects are 2-week coding projects students engage in that focus on specific tasks and technologies. This is one of the most effective elements of our boot camp program. Here, students do development work that will result in practical experience they add to their resume. During the Live Project, students are challenged to figure out new things they haven't been taught. We attempt to replicate what it's like to do the actual job. For most people, this is where all the tools they've learned come together. They gain the confidence that they can, in fact, do the job. The Live Project covers:

- Application of learned technologies,
- Complex tasks that develop critical thinking and problem-solving skills,
- Practical implementation of various concepts and techniques,
- Practice identifying and fixing issues or errors that arise during the project development process,
- And more…

Job Placement Course

Description: Due to the fact that our goal is that you are employed in a technical position, every boot camp ends with the Job Placement Course. The skills and techniques needed to get hired

in technology are not necessarily in the skill set of applicants. This course covers how to land one's first tech job or how to re-enter the industry. The Job Placement Course covers:

- How to do a phone interview
- How to do an in-person interview
- Approaches to white-board presentations
- How to write a resume
- Writing a cover letter
- Where to find tech jobs
- And more...

TECH ACADEMY STUDENT FILE CHECKLIST

STATEMENT OF ACKNOWLEDGEMENT AND CERTIFICATION OF DELIVERY

Students are to place their initials and date beside each item that they have received. Any item not received must be left blank until that item is in their possession. Upon delivery of the item the student will sign and date an acknowledgement of receipt.

ITEM	STUDENT RECEIVED DATE	STUDENT INITIAL	SCHOOL RECEIVED DATE	STAFF INITIAL
Copy of signed Enrollment Agreement with signature of school official (Original is maintained by the school and placed in student file)				
Copy of signed Cancellation Policy (Original is maintained by the school and placed in student file)				
Copy of the school's most recent catalog that complies with OAR 581-045-0019 and when applicable any supplements or correction sheets.				
Copy of document signed by the student acknowledging receipt of book, supplies, kits, & other substantial materials required to participate in the instructional program.				
Attendance Orientation session/day.				
Separate from the enrollment agreement.				
Payment schedule and record of payments received				
Copy of all documents related to				

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third party training contracts, e.g. NAFTA, Vocational Rehabilitation, etc				
Progress Reports				
Copies of any documentation required for admission (i.e. age verification, school transcripts, physical exam, criminal history. If any evaluation/exam is conducted, copy of results must be in file)				
Evaluation of transfer credit and competencies				

STANDARDS & COMPETENCIES

School Name: The Tech Academy

Program Name: AI Developer Boot Camp

Standards and Competencies

Standard 1:Create dynamic websites.
● Effectively develop basic static websites with HTML.
● Enhance website aesthetics and interactivity with basic CSS.
● Create basic interactive websites with JavaScript.
Standard 2: Interact with the backend of software.
● Query databases using SQL.
● Design basic databases.
● Utilize Relational Database Management Systems.
Standard 3: Design and development artificial intelligence.
● Create basic AI software that users can use.
● Modify existing AI to add features.
● Utilize online AI development resources to debug and design programs.
Standard 4: Utilize AI development tools.
● Work with in-demand AI development tools.
● Implement AI APIs within software.

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STANDARDS & COMPETENCIES

School Name: The Tech Academy

Program Name: C# and .NET Boot Camp

Standards and Competencies

Standard 1: Graduates must be competent in the knowledge and skill required of junior level developers able to perform the basic duties required of an entry level position.
● Trained in front end and back end development
● Learn and utilize five in demand computer programming languages including HTML, CSS, SQL, JavaScript, Agile and more
● Create web or desktop applications
● Ability to work on every element of the software development process
Standard 2: Graduates must be competent in the five computer programming languages, and through utilization of skills and knowledge in this language graduates can create computer programs much faster
● Creating software
● Developing front end interface and linking it to a database

STANDARDS & COMPETENCIES

School Name: The Tech Academy

Program Name: Cyber Security Boot Camp

Standards and Competencies

Standard 1: Graduates must be competent in the knowledge and skill required to learn full stack website and software development and how to protect all associated data.
● Computer network basics and how to install them
● Building secure websites
● Network security and VPN
● Protecting user data
Standard 2: Graduates must be competent in developing secure software and apps.
● Coding languages
● Fundamental computer and server hardware

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STANDARDS & COMPETENCIES

School Name: The Tech Academy

Program Name:Data Science Boot Camp

Standards and Competencies

Standard 1: Graduates must be competent in the knowledge and skill required of entry level data scientists.
● Data visualization
● Evaluating Data
● Statistical analysis
● Artificial Intelligence
Standard 2: Graduates must be competent in several coding languages, performing basic data science functions and be a versatile junior developer.
● Machine learning
● Create websites and software that will integrate with the practice of data science.

STANDARDS & COMPETENCIES

School Name: The Tech Academy

Program Name: Front-End Web Developer

Standards and Competencies

Standard 1: Graduates must be competent in the knowledge and skill of creating dynamic websites
● HTML, CSS, JavaScript
● Front End web development
● Computer science basics
● Programming fundamentals
Standard 2: Graduates must be competent in the basics of web development programming languages.
● Version control
● Knowledge of Agile and Scrum

STANDARDS & COMPETENCIES

School Name: The Tech Academy

Program Name: Game Developer Boot Camp

Standards and Competencies

Standard 1: Graduates must be competent in the knowledge and skill of the basic software of computer and video games called the game engine
● Knowledge of computer and technology basics
● JavaScript
● Experience on a Live Project
● Knowledge of Unity
Standard 2: Graduates must be competent in two major coding languages widely used for video game development which is C# and C++
● Building C# applications
● How to create games with Unreal Engine using C++ code

STANDARDS & COMPETENCIES

School Name: The Tech Academy

Program Name: Java and Android Developer Boot Camp

Standards and Competencies

Standard 1: Graduates must be competent in the knowledge of Java, JavaScript, HTML, CSS, and SQL.
● Knowledge of how to develop complex software
● Java development
● front-end and back-end web and software development
● Computer and technology basics
Standard 2: Graduates must be knowledgeable and educated as full stack junior level developers prepared for entry-level software, website and Android app development positions.
● Computer and technology basics
● Knowledge on Version control

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STANDARDS & COMPETENCIES

School Name: The Tech Academy

Program Name: JavaScript Developer Boot Camp

Standards and Competencies

Standard 1: Graduates must be competent in the knowledge of JavaScript and it's most in demand frameworks.
● Knowledge of full stack web and software development
● Computer and technology basics
● Advanced JavaScript
● Experience on a Live Project
Standard 2: Graduates must be competent in the fundamentals of jQuery, AJAX, JSON, React and more.
● Knowledge of MongoDB
● Front-end and back-end web development and software.

STANDARDS & COMPETENCIES

School Name: The Tech Academy

Program Name: Mobile App Developer Boot Camp

Standards and Competencies

Standard 1: Graduates must be competent in the knowledge and skill required to develop iOS and Android apps.
● Knowledge of the programming language Objective-C
● Computer and technology basics
● Knowledge of the programming language Java
● Cross -platform app development
Standard 2: Graduates must be competent in the programming language HTML, CSS, JavaScript and more.
● Knowledge of the programming language Swift
● Front-End and back-end web and software development

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STANDARDS & COMPETENCIES

School Name: The Tech Academy

Program Name: Python Developer Boot Camp

Standards and Competencies

Standard 1: Graduates must be competent in the knowledge and skill required of a junior level developer able to perform the basic duties required for their job position
● Trained in frontend and backend development
● Full stack software development
● Django Framework
● Improving websites by using .NET
Standard 2: Graduates must be competent in five in demand computer languages including HTML, CSS, JavaScript, Python, SQL and more
● Computer and technology basics
● Ability to create web applications and desktop applications

STANDARDS & COMPETENCIES

School Name: The Tech Academy

Program Name: Software Developer Boot Camp

Standards and Competencies

Standard 1: Graduates must be competent in the knowledge and skill required of web developers in creating dynamic websites, including utilization of: HTML, CSS, JavaScript and ASP.NET MVC.
● Code functional websites utilizing HTML.
● Upgrade HTML sites through CSS.
● Create dynamic websites with JavaScript.
● Improve websites through utilization of ASP.NET MVC
Standard 2: Graduates must be competent in the basics of the programming language C#, and through utilization of skills and knowledge in this language can create working programs and applications.
● Development of operational programs utilizing the programming language C#.
● Defend websites and programs with security measures.

STANDARDS & COMPETENCIES

School Name: The Sales Academy

Program Name: Tech Marketing Boot Camp

Standards and Competencies

Standard 1: Graduates must be competent in the knowledge and skills required to perform Marketing Director functions across various industries, including the technology sector.
● SEO and online ads
● Video editing and social media marketing
● Salesforce Marketing Cloud
● Email marketing
● Event management
Standard 2: Graduates must be proficient in using a variety of cutting-edge marketing tools and software.
● WordPress, Wix, and Squarespace fundamentals
● HubSpot and Mailchimp
● Fundamentals of HTML/CSS website development and conversion tracking
● Basics of graphic design (Photoshop, Illustrator, Indesign, Canva)
● Event management tools (Eventbrite and Meetup)

STANDARDS & COMPETENCIES

School Name: The Sales Academy

Program Name: Tech Sales and Marketing Boot Camp

Standards and Competencies

Standard 1: Graduates must be competent in the knowledge and skills required to succeed in the tech sales and marketing industries.
● Effective communication and closing techniques
● Sales enablement and presentation skills
● SEO, video editing, and online ads
● Social media and email marketing
● Event management with Eventbrite and Meetup
Standard 2: Graduates must be proficient in utilizing the most in-demand sales and marketing software solutions.
● Salesforce Sales Cloud, Salesforce Marketing Cloud, and HubSpot CRM
● Slack, Microsoft Teams, and LinkedIn Sales Navigator
● Google Workspace (Docs, Sheets, Slides, Forms, Calendar, Meet, Gmail)
● Adobe Sign, Docusign, and Mailchimp
● WordPress, Wix, Squarespace, and graphic design basics (Photoshop, Illustrator, Indesign, Canva)

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STANDARDS & COMPETENCIES

School Name: The Sales Academy

Program Name: Tech Sales Boot Camp

Standards and Competencies

Standard 1: Graduates must be competent in the knowledge and skills required to excel in tech sales roles.
● Effective communication skills and closing techniques
● Sales enablement and presentation skills
● Understanding sales and marketing fundamentals
● Mastery of sales interviews and traits of successful closers
● Application of sales strategies and techniques
Standard 2: Graduates must be proficient in using a variety of cutting-edge marketing tools and software.
● Salesforce Sales Cloud and HubSpot CRM
● Slack and Microsoft Teams for team collaboration
● LinkedIn Sales Navigator for sales prospecting
● Google Workspace (Docs, Sheets, Slides, Forms, Calendar, Meet, Gmail) for productivity
● Adobe Sign and Docusign for managing digital signatures and document workflows

STANDARDS & COMPETENCIES

School Name: The Tech Academy

Program Name:UI/UX Designer Boot Camp

Standards and Competencies

Standard 1: Graduates must be competent in the knowledge and skill required to perform basic UI/UX functions as a versatile entry-level developer.
● Knowledge of web and software development
● Develop user friendly websites and software
● Knowledge of programming fundamentals
● Design principles
Standard 2: Graduates must be competent in several coding languages including HTML, CSS, JavaScript, Agile and more.
● Principles of motion design
● Photoshop fundamentals

THE TECH ACADEMY
Learning Plan

School: The Tech Academy

Program: AI Developer Boot Camp	**Course: AI Developer Boot Camp**

Learning Plan: 1
Overview
Covering the fundamentals of artificial intelligence applying a wide range of scientific methods and processes to utilize and develop AI.
Target Competency
To be trained in AI, AI tools, and associated programming languages
Linked Core Abilities
Machine learning skills.
Ability to utilize data science and AI tools.
Performance Standards You will demonstrate your competence by:
Learning and utilizing scientific methods for creating artificial intelligence and machine learning.
Understanding and using data visualization to and data analysis to evaluate data.
Your performance will be successful when:
You are able to perform functions of a junior-level data scientist and AI developer
You are competent in coding languages, and key computer science concepts such as algorithms and data structures
Learning Objectives
Knowledge of programming fundamentals including HTML, CSS, JavaScript SQL, and Agile
Learning Activities
Study the 10 courses within the AI Developer Boot Camp. The courses are made up of reading course material, watching tutorials, performing coding exercises, writing essays and

taking examinations.
Assessment Activities
At the end of the program an instructor will conduct a performance assessment plan with you that will verify your ability to create websites and software using AI tools and associated languages.

THE TECH ACADEMY
Learning Plan

School: The Tech Academy

Program: C# & .NET Boot Camp	**Course: C# & .NET Boot Camp**

Learning Plan: 1
Overview
The C# & .NET Boot Camp trains students in computer programming languages which are utilized to create computer programs rapidly.
Target Competency
Establish the ability to work on every component of the software development process.
Linked Core Abilities
Capability to create web or desktop applications by utilizing HTML, CSS, JavaScript, Agile and SQL.
Linking front end interface to a database
Performance Standards You will demonstrate your competence by:
Spin up an ASP.NET Core web application and publish it to Azure.
Update your personal portfolio site as well as the README for your C# repository on GitHub to reflect the projects you have completed, and the technical skills you have acquired from this course.
Your performance will be successful when:
You have acquired the skill required of a junior level developer ready for an entry level position.
You are a full stack software developer and have learned and utilize C# and .NET to create computer programs.
Learning Objectives
Familiarization with HTML, CSS, JavaScript, ASP.NET, Version Control, Agile and SCRUM
Learning Activities

Study the 11 courses contained in the C# & .NET Boot Camp. The courses are made up of reading, watching tutorials, doing coding exercises, writing essays and taking occasional examinations.
Assessment Activities
At the end of the program, you will conduct a Performance Assessment Plan with an instructor. This will verify your ability to create websites and applications.

THE TECH ACADEMY

Learning Plan

School: The Tech Academy

Program: Cyber Security Boot Camp	**Course: Cyber Security Boot Camp**

Learning Plan: 1
Overview
The Cyber Security Boot Camp is designed to teach students how to create full stack software websites and development and protect all associated data
Target Competency
How to write programs and applications using Java
Linked Core Abilities
How to develop and secure apps
Computer ethics and how to secure wifi and IoT devices
Performance Standards You will demonstrate your competence by:
Developing iOS applications
Protect databases and keep the back end secure
Your performance will be successful when:
You understand the basics of computer networks and how to install them
You can develop secure software and applications
Learning Objectives
Learn full stack computer software and development
Learning Activities
Study the 13 courses contained in the Cyber Security Boot Camp. The courses are made up of reading, watching tutorials, doing coding exercises, writing essays and taking occasional examinations.
Assessment Activities

At the end of the program, you will conduct a Performance Assessment Plan with an instructor. This will verify your ability to develop secure websites and protect user data .

THE TECH ACADEMY
Learning Plan

School: The Tech Academy

Program: Data Science Boot Camp	**Course: Data Science Boot Camp**

Learning Plan: 1
Overview
Covering the fundamentals of data science applying a wide range of scientific methods and processes to extract knowledge from data.
Target Competency
To be trained in data science, data science tools, and associated programming languages
Linked Core Abilities
Statistical analysis skills and identifying trends in different data sources
Evaluating data to discover useful information that can assist in decision making
Performance Standards You will demonstrate your competence by:
Learning and utilizing scientific methods for creating artificial intelligence and machine learning
Understanding and using data visualization to and data analysis to evaluate data
Your performance will be successful when:
You are able to perform functions of a junior level data scientist and developer
You are competent in coding languages, and key computer science concepts such as algorithms and data structures
Learning Objectives
Knowledge of programming fundamentals including HTML, CSS, JavaScript SQL, and Agile
Learning Activities
Study the 10 courses within the Data Science Boot Camp. The courses are made up of reading course material, watching tutorials, performing coding exercises, writing essays and

taking examinations.
Assessment Activities
At the end of the program an instructor will conduct a performance assessment plan with you that will verify your ability to create websites and software using data science.

THE TECH ACADEMY
Learning Plan

School: The Tech Academy

Program: Front-End Web Developer Boot Camp	**Course: Front-End Web Developer Boot Camp**

Learning Plan: 1
Overview
The Front-End Web Developer Boot Camp is designed to teach front-end web development.
Target Competency
Learn the three most popular web development programming languages which are, HTML, CSS and JavaScript
Linked Core Abilities
Learn and understand computer and technology basics including technology definitions and basic machine architecture
Learn and utilize software development basics including web application and object oriented programming basics
Performance Standards You will demonstrate your competence by:
Demonstrating knowledge and utilizing the learned programming languages including HTML, CSS and JavaScript
Complete a front-end Live Project
Your performance will be successful when:
You are able to create dynamic websites
You are a front-end web developer
Learning Objectives
Learn computer science basics and programming fundamentals
Learning Activities

Study the 8 courses contained in the Front-End Web Developer Boot Camp. The courses are made up of reading, watching tutorials, doing coding exercises, writing essays and taking occasional examinations.
Assessment Activities
At the end of the program, you will conduct a Performance Assessment Plan with an instructor. This will verify your ability to create applications.

THE TECH ACADEMY
Learning Plan

School: The Tech Academy

Program: Game Developer Boot Camp	**Course: Game Developer Boot Camp**

Learning Plan: 1
Overview
The Game Developer Boot Camp is designed to teach students how to create video games using the programming language C# and C++.
Target Competency
Learning the basic software behind video and computer games called game engines, and how to utilize the two most popular game engines, Unity, and Unreal Engine using C# and C++
Linked Core Abilities
Learn the fundamentals of C++ including how to code using C++, building applications with C++and how to create games with Unreal Engine.
Learn the fundamentals of C# including how to code using C#, object-oriented programming using C#, and how to create games with Unity.
Performance Standards You will demonstrate your competence by:
Creating software with C# and developing games with Unity
Creating software with C++ and developing games with Unreal Engine
Your performance will be successful when:
You can demonstrate front and back end software development
You can advance game development using C# and C++
Learning Objectives
How to develop games using Unreal Engine and Unity
Learning Activities

Study the 13 courses contained in the Game Developer Boot Camp. The courses are made up of reading, watching tutorials, doing coding exercises, writing essays and taking occasional examinations.
Assessment Activities
At the end of the program, you will conduct a Performance Assessment Plan with an instructor. This will verify your ability to develop games using Unreal Engine and Unity using C# and C++

THE TECH ACADEMY

Learning Plan

School: The Tech Academy

Program: Java and Android Developer Boot Camp	**Course: Java and Android Developer Boot Camp**

Learning Plan: 1
Overview
The Java and Android Developer Boot Camp is designed to teach students how to code using the programming language Java and mobile application development for Android devices.
Target Competency
Learn five of the most popular web development programming languages which are, HTML, CSS and JavaScript, SQL, and Java.
Linked Core Abilities
Learn and understand computer and technology basics including technology definitions and Android application development
Learn and utilize different properties and methods including object-oriented programming, functional programming, and paradigms.
Performance Standards You will demonstrate your competence by:
Demonstrating knowledge of paradigms by finding a programming paradigm that has not been defined in the course and defining it.
Successfully completing challenges within the course
Your performance will be successful when:
You can demonstrate front and back end software development
You can demonstrate Android software development
Learning Objectives
How to code using Java programming language
Learning Activities

Study the 11 courses contained in the Java and Android Developer Boot Camp. The courses are made up of reading, watching tutorials, doing coding exercises, writing essays and taking occasional examinations.
Assessment Activities
At the end of the program, you will conduct a Performance Assessment Plan with an instructor. This will verify your ability to program using Java and develop Android applications.

THE TECH ACADEMY
Learning Plan

School: The Tech Academy

Program: JavaScript Developer Boot Camp	**Course: JavaScript Developer Boot Camp**

Learning Plan: 1
Overview
The JavaScript Developer Boot Camp is designed to teach students how to write code using JavaScript when developing software
Target Competency
To make websites more dynamic and functional for users
Linked Core Abilities
Learning computer and technology basics
Knowledge of computer coding languages including jQuery, AJAX, and JSON
Performance Standards You will demonstrate your competence by:
Demonstrating front and back end software development
Completing a Live Project that focuses on JavaScript development
Your performance will be successful when:
You understand and demonstrate skill using object-oriented programming
You can create a computer program using encapsulation
Learning Objectives
To problem solve and utilize increment and decrement operators to complete assigned tasks using JavaScript
Learning Activities
Study the 11 courses contained in the Mobile App Developer Boot Camp. The courses are made up of reading, watching tutorials, doing coding exercises, writing essays and taking

occasional examinations.
Assessment Activities
At the end of the program, you will conduct a Performance Assessment Plan with an instructor. This will verify your ability to develop software using JavaScript.

THE TECH ACADEMY
Learning Plan

School: The Tech Academy

Program: Mobile App Developer Boot Camp	**Course: Mobile App Developer Boot Camp**

Learning Plan: 1
Overview
The Mobile App Developer Boot Camp is designed to teach students how to develop iOS and Android applications.
Target Competency
How to write iOS and Android applications using Swift, Objective-C and Java
Linked Core Abilities
Learning computer and technology basics
Knowledge of computer coding languages including HTML and CSS
Performance Standards You will demonstrate your competence by:
Develop cross platform applications utilizing Xamarin and C#
Completing a Live Project that focuses on mobile development
Your performance will be successful when:
You have successfully created basic applications on both operating systems
You understand UI/UX design and the fundamentals of object-oriented programming
Learning Objectives
Learn and utilize Objective-C, and Swift to create iOS mobile applications
Learning Activities
Study the 12 courses contained in the Mobile App Developer Boot Camp. The courses are made up of reading, watching tutorials, doing coding exercises, writing essays and taking occasional examinations.

Assessment Activities
At the end of the program, you will conduct a Performance Assessment Plan with an instructor. This will verify your ability to create Android and iOS applications.

THE TECH ACADEMY
Learning Plan

School: The Tech Academy

Program: Python Boot Camp	**Course: Python Boot Camp**

Learning Plan: 1
Overview
The Python Boot Camp is designed to provide students with more experience in object-oriented programming. To teach the fundamentals of the programming language Python as well as some of its libraries and frameworks.
Target Competency
Learn and apply Django and Python when creating a web application
Linked Core Abilities
Learn and utilize Python version 3
Familiarize and utilize object oriented programming
Performance Standards You will demonstrate your competence by:
Create models and make migrations using Django
Follow the course outlines to create an application using Django
Your performance will be successful when:
You have uploaded your completed projects to your personal portfolio reflecting all of the technical skills you have learned
You can successfully build a Django application using the programming languages you have learned
Learning Objectives
To obtain more experience in object oriented programming
Learning Activities
Study the 10 courses contained in the Python Boot Camp. The courses are made up of

reading, watching tutorials, doing coding exercises, writing essays and taking occasional examinations.
Assessment Activities
At the end of the program, you will conduct a Performance Assessment Plan with an instructor. This will verify your ability to create applications.

THE TECH ACADEMY

Learning Plan

School: The Tech Academy

Program: Software Developer Boot Camp	**Course: Software Developer Boot Camp**

Learning Plan: 1
Overview
The Software Developer Boot Camp trains students in web development and software development for junior level developer positions.
Target Competency
Create functional websites and programs utilizing languages learned on the program.
Linked Core Abilities
Ability to create functional and dynamic websites, utilizing HTML, CSS, JavaScript and ASP.NET MVC.
Ability to create robust programs, utilizing SQL and C#.
Performance Standards You will demonstrate your competence by:
Showing operational code to an Instructor for a functional, dynamic website.
Showing operational code for a functional program or application written in C#.
Your performance will be successful when:
You have created a functional, dynamic website that has been passed by an Instructor.
You have created a functional program or application written in C# that has been passed by an Instructor.
Learning Objectives
Familiarization with HTML, CSS, JavaScript and ASP.NET MVC.
Learning Activities
Study the 12 courses contained in the Software Developer Boot Camp. The courses are made up of reading, watching tutorials, doing coding exercises, writing essays and taking

occasional examinations.
Assessment Activities
At the end of the program, an Instructor will run you through a Performance Assessment Plan. This will verify your ability to create websites and programs.

THE SALES ACADEMY
Learning Plan

School: The Tech Academy

Program: Tech Marketing Boot Camp	**Course: Tech Marketing Boot Camp**

Learning Plan: 1
Overview
This boot camp prepares students to perform Marketing Director functions at virtually any company, both in the technology sector and other industries. Students will learn to use cutting-edge and in-demand tools and software used by marketing staff. The program covers a wide range of topics including SEO, video editing, online ads, social media, Salesforce Marketing Cloud, WordPress basics, Wix fundamentals, an introduction to Squarespace, email marketing, Hubspot, Mailchimp, conversion tracking, basics of graphic design (Photoshop, Illustrator, Indesign, and Canva), and event management with Eventbrite and Meetup.
Target Competency
To be trained in performing Marketing Director functions using industry-standard tools and software.
Linked Core Abilities
Ability to manage and execute comprehensive marketing strategies.
Proficiency in using marketing tools and software.
Skills in SEO, video editing, social media, and email marketing.
Competence in graphic design and event management.
Performance Standards You will demonstrate your competence by:
Utilizing various marketing tools and software.
Developing and executing marketing campaigns.
Demonstrating skills in graphic design, video editing, and social media management.
Effectively managing events and marketing projects.
Your performance will be successful when:

You can perform functions of a Marketing Director.
You are proficient in using marketing tools and software.
Learning Objectives
Mastering SEO and video editing techniques.
Proficiency in managing online ads and social media platforms.
Understanding and applying email marketing strategies.
Skills in graphic design using Photoshop, Illustrator, Indesign, and Canva.
Learning Activities
Study the 10 courses within the Tech Marketing Boot Camp. The courses include reading, watching tutorials, performing practical exercises, writing essays, and taking examinations.
Assessment Activities
At the end of the program, you will conduct a Performance Assessment Plan with an instructor. This will verify your ability to apply both technical and interpersonal skills effectively in tech sales and marketing.

THE SALES ACADEMY
Learning Plan

School: The Tech Academy

Program: Tech Sales and Marketing Boot Camp	**Course: Tech Sales and Marketing Boot Camp**

Learning Plan: 1
Overview
This boot camp covers both hard skills (job-specific teachable abilities such as using software tools) and soft skills (interpersonal abilities like communication skills) required to excel in tech sales and marketing. Graduates are equipped to be effective communicators, closers, and marketing specialists, proficient in the most in-demand sales and marketing software solutions.
Target Competency
To be trained in both technical and interpersonal skills required for success in tech sales and marketing.
Linked Core Abilities
Effective communication and closing techniques.
Competence in using sales and marketing software solutions.
Balancing “people skills” with technical abilities.
Performance Standards You will demonstrate your competence by:
Utilizing a range of sales and marketing tools and software.
Developing and executing effective sales and marketing strategies.
Demonstrating effective communication and closing techniques.
Successfully managing various sales and marketing tasks.
Your performance will be successful when:
You can perform functions of a tech sales and marketing professional.
You are competent in both technical tools and interpersonal skills.

Learning Objectives
Proficiency in sales and marketing software (Salesforce, HubSpot CRM, etc.).
Mastering communication and closing techniques.
Understanding and applying marketing strategies (SEO, social media, email marketing, etc.).
Balancing technical abilities with effective people skills.
Learning Activities
Study the 15 courses within the Tech Sales and Marketing Boot Camp. The courses include reading, watching tutorials, performing practical exercises, writing essays, and taking examinations.
Assessment Activities
At the end of the program, you will conduct a Performance Assessment Plan with an instructor. This will verify your ability to apply both technical and interpersonal skills effectively in tech sales and marketing.

THE SALES ACADEMY
Learning Plan

School: The Tech Academy

Program: Tech Sales Boot Camp	**Course: Tech Sales Boot Camp**

Learning Plan: 1
Overview
This boot camp covers both hard skills (job-specific teachable abilities such as using software tools) and soft skills (interpersonal abilities like communication skills) required to succeed in tech sales. Graduates of this boot camp are effective communicators and closers, proficient in utilizing the most in-demand sales software solutions. The Tech Sales Boot Camp balances "people skills" with technical ability, preparing graduates for a career in tech sales. The program covers a wide range of topics and tools, including communication skills, closing techniques, Salesforce Sales Cloud, HubSpot CRM, Slack, Microsoft Teams, sales enablement, LinkedIn Sales Navigator, Google Workspace, presentations, Adobe Sign, Docusign, and more.
Target Competency
To be trained in both technical and interpersonal skills required for success in tech sales.
Linked Core Abilities
Effective communication and closing techniques.
Competence in using sales software solutions.
Balancing “people skills” with technical abilities.
Performance Standards You will demonstrate your competence by:
Utilizing a range of sales tools and software.
Developing and executing effective sales strategies.
Demonstrating effective communication and closing techniques.
Successfully managing various sales tasks.
Your performance will be successful when:
You can perform functions of a tech sales professional.

You are proficient in using sales software and tools.
Learning Objectives
Mastering communication and closing techniques.
Proficiency in sales software (Salesforce, HubSpot CRM, etc.).
Understanding and applying sales strategies.
Balancing technical abilities with effective people skills.
Learning Activities
Study the 12 courses within the Tech Sales Boot Camp. The courses include reading, watching tutorials, performing practical exercises, writing essays, and taking examinations.
Assessment Activities
At the end of the program, you will conduct a Performance Assessment Plan with an instructor. This will verify your ability to apply both technical and interpersonal skills effectively in tech sales and marketing.

THE TECH ACADEMY
Learning Plan

School: The Tech Academy

Program: UI/UX Designer Boot Camp	**Course: UI/UX Designer Boot Camp**

Learning Plan: 1
Overview
The UI/UX Designer Boot Camp is designed to teach aesthetically pleasing user friendly websites and software programs
Target Competency
Learn and utilize the ability to write code using Python
Linked Core Abilities
Learn and understand font and typography basics, and color principles
Demonstrate knowledge and skills in utilizing Photoshop fundamentals
Performance Standards You will demonstrate your competence by:
Demonstrating knowledge and utilizing wireframing basics, design principles, and rudimentary layouts
Utilizing sound principles and motion design basics
Your performance will be successful when:
You are able to create visually stimulating websites
You are able to create aesthetically pleasing user friendly websites
Learning Objectives
Intuitive design and UI/UX basics and principles
Learning Activities
Study the 10 courses contained in the UI/UX Designer Boot Camp. The courses are made up of reading, watching tutorials, doing coding exercises, writing essays and taking occasional examinations.

Assessment Activities
At the end of the program, you will conduct a Performance Assessment Plan with an instructor. This will verify your ability to create dynamic websites .

THE TECH ACADEMY

Performance Assessment Plan

School: The Tech Academy

Program: Software Developer Boot Camp	**Course: Software Developer Boot Camp**

Performance Assessment Plan	**1**	**Learning Plan**	**1**

Evaluators:	**Chief Instructor**

Target Competency
Create functional websites and programs utilizing languages learned on the program.
Linked Core Abilities
Ability to create functional and dynamic websites, utilizing HTML,CSS, JavaScript and ASP.NET.
Ability to create robust programs, utilizing SQL and C#.
Directions to the Student
An employee will evaluate your target competency and linked core abilities through conversation and viewing of your code.
Directions to the Evaluator
Evaluate the student's ability to create a dynamic website through review of their code. Then evaluate the student's ability to create a C# program through review of their code.
Scoring Standard
Pass or Fail.

Scoring Guide

Criteria		**Pass or Fail**
1.	Must show operational code for a functional, dynamic website.	

2.	Must show operational code for a functional program or application written in C#.	

	Grade:

Student Signature:	**Date:**
Evaluator Signature:	**Date:**

Comments:

GRIEVANCE STATEMENT

If a student has an internal grievance, the student shall follow these steps with the intent to reconcile their concerns in partnership with the school:

Steps:

1) Students aggrieved by the action of the school should attempt to resolve any problem with appropriate school instructor(s). Should this step fail, the student shall proceed to step number 2.

2) Students shall contact the school Director (Emily Stanley - (503)206-6915). If this step should fail, the student shall proceed to step 3.

3) The student shall submit a written internal grievance to the following email: management@learncodinganywhere.com. The email shall be labeled, “Student Grievance”.

4) Once the school receives the time stamped student grievance from the student, the school will have 15 days to do an investigation and provide the student their time stamped written determination.

5) The school’s determination is final.

Should this procedure fail and the student has exhausted the school’s internal grievance policy, the student may contact:

The Oregon Higher Education Coordinating Commission
Private Career Schools
3225 25th Street SE, Salem Oregon 97302
Phone: 503-947-5716

After consultation with the appropriate Commission staff and if the complaint alleges a violation of Oregon Revised Statutes 345.010 to 345.470 or standards of Oregon Administrative Rules 715-045-0001 through 715-045-0210, the Commission will begin the complaint investigation process as defined in OAR 715-045-0023 Appeals and Complaints.

PUBLICATIONS STATEMENT

This document is true and correct in content and policy at the time of this publication.

I certify this is true.

Emily Stanley	8/08/24
Signature	Date
Emily Stanley	Licenses Manager
Printed name	Title

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