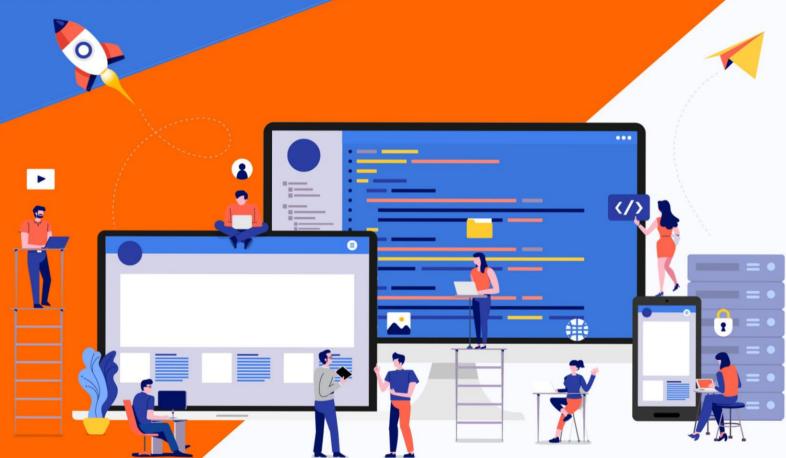


OUTSOURCING RATES

2019 PRICE CATALOG



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Why to outsource?

Outsourcing software development is one the most cost-efficient solutions for growing businesses.

Outsourcing is so attractive while it eliminates employee overhead costs like employee benefits, taxes, training, and retention, providing at the same time the possibility to scale teams according to their punctual needs.

While an estimate cost per ten in-house developers would reach around a minimum of \$1.6 Million, for ten nearshore or offshore developers the costs would drop to \$700K +/-travel. This is quite a huge difference, isn't it?





Why India?



Located at the heart of Asia.
India is the most attractive country in the world for

"software outsourcing."



4th in Asia Number of certified software specialists



Annual growth rate of the outsourcing sector



6^{sth} in the world Number of certified software specialists

100,000+
People in various IT-oriented profiles.



Outsourcing sector contributins to the value of the entire IT sector



Why Cryptex Technologies?



Founded and outsourcing experience since 2007



90+ Full time employees



700+ Happy and Satisfied Clients



Our developers are self-motivated top talent with BE/MS/MBA in Computer Science from the best universities.

Two Offices in India, and USA



Core technologies & expertise

Our developers have expertise using the most in vogue commercial and open source technologies.























& more



Engagement Models

With Cryptex Technologies you can start without the fear of longterm contracts. You can choose the type of engagement that is best suited for you, according to your budget and project size.

STANDARD



COMMITMENT FREE

Cancel 30 days

PARTNERSHIP



GREAT DEAL

Introductory 3 months, cancel 30 days



FLEXIBILE DEAL

Post introductory, cancel 90 days



LONGTERM BEST RATES

Average Year 1



Cryptex Technologies Developers Rate (per hour)

| AGREEMENT | TERMS | UNIT | INTERN | LEVEL 1 | JUNIOR LEVEL 2 | LEVEL 3 | MII LEVEL 1 | D LEVEL 2 | SENIOR/A LEVEL 1 | RCHITECT LEVEL 2 |
|-------------------------------------|---------------------------------------|--------|----------|----------|-------------------|----------|----------------|--------------|---------------------|---------------------|
| STANDARD | Cancel 30 days | Hourly | \$ 25.88 | \$ 28.75 | \$31.63 | \$ 34.64 | \$39.53 | \$ 44.56 | \$ 50.31 | \$ 54.63 |
| PARTNERSHIP 1 Developer | Introductory 3 months, cancel 30 days | Hourly | \$ 12.51 | \$ 15.09 | \$ 17.68 | \$ 20.70 | \$ 24.44 | \$ 28.89 | \$ 33.21 | \$ 36.66 |
| | Post introductory, cancel 90 days | Hourly | \$25.01 | \$28.18 | \$31.34 | \$ 35.08 | \$ 39.53 | \$ 44.85 | \$ 50.17 | \$ 54.34 |
| | Average Year 1 | Hourly | \$ 21.89 | \$ 24.90 | \$ 27.92 | \$ 31.48 | \$ 35.76 | \$ 40.86 | \$ 45.93 | \$ 49.92 |
| PARTNERSHIP Team of 2 or more | Introductory 3 months, cancel 30 days | Hourly | \$ 15.09 | \$ 15.09 | \$ 17.68 | \$ 20.70 | \$ 24.44 | \$ 28.89 | \$ 33.21 | \$ 36.66 |
| | Post introductory, cancel 90 days | Hourly | \$ 22.43 | \$ 25.44 | \$ 28.46 | \$ 32.20 | \$ 36.66 | \$ 41.98 | \$ 47.44 | \$ 51.46 |
| | Average Year 1 | Hourly | \$ 20.59 | \$ 22.86 | \$ 25.77 | \$ 29.33 | \$ 33.60 | \$ 38.70 | \$ 43.88 | \$ 47.76 |



Developer Levels Descriptions

| DEVELOPER LEVEL | INTERN/ JUNIOR | MID | SENIOR | | | |
|---|--|--|---|--|--|--|
| Experience | 1-2 years full-time | 2-4 years full time | 5+ years full time | | | |
| Software Development Life Cycle (SDLC) | Haven't been through a full SDLC - solo work or work with one other person | Have been through full SDLC at least once. Only worked on small teams < 5. | Been through full SLDC multiple times, worked on both failed and successful project on teams of 5+ and have learnt from them so they know how to avoid pitfalls. | | | |
| Programming Languages | Functional in 1-2 programming languages | Can apply functional concepts across multiple languages. Expert level in at least 1 language | Expert in at least 2 languages. Knowledge and experience allows them to quickly become proficient on new languages, adjust to technical changes, and solve issues. | | | |
| Integrated Development Environments (IDEs) | Can navigate and use basic common tools. Uses IDEs as text editor for coding. | Optimized in multiple IDEs; Leverages tools within IDE to aid in coding | Have their own templates/ write their own scripts for various IDEs that they leverage on each project | | | |
| Frameworks | Worked with some frameworks within their tech stack | Functional in multiple frameworks | Expert in multiple frameworks and knows which are best suited for what they are trying to develop; can build their own framework. | | | |
| APIs | Can properly call basic APIs | Deep knowledge of APIs | Has written libraries or new APIs | | | |
| Databases (DBs) | Understands basic DB design concepts; able to write simple queries to retrieve info. | Can design and manage basic database structures. Understand and use DB views, stored procedures | Full DB design capabilities including advanced DB concepts: DBA, performance, optimization, redundancy, etc. | | | |
| Coding | Edits without change to functionality Novice in using automated testing Minor updates to existing code Requires code reviews for a perfectly clean code | Follows patterns to add functional code Includes automated tests in code commits assessing their validity Able to move code from one area to another without impacts to existing functionality Writes quality clean code/practices CI/CD | Practices CI/CD always and guides team members to do the same is all situations Practices TDD or writes automated tests in conjunction with any new code written code Sets patterns in code that team members can follow Adds functional code Produces very good quality clean code | | | |
| Tools | Basic level knowledge | Deep level of understanding | Can create debuggers/tools to optimize their work/ work of their team. | | | |
| Estimates | Estimates just the writing of the code | Provides accurate estimates accounting different aspects | Provides estimates with clear statements as to assumptions being made for the numbers being provided | | | |
| Teamwork | Need clear rules and patterns to be followed. | Troubleshoot, debug and solve issue (bug) tickets on their own. Can suggest solutions to problems. | Can determine the best technical solution to complicated problems. | | | |
| Design | n/a | Can design a small piece that feeds to Senior dev to incorporate into overall design. | Can do overall design of a product but design should be reviewed by peers or architect. | | | |

