



PRESS RELEASE - Saturday, September 10, 2011

MBSG (www.mbsg.net) announced that Arthur Press, former CEO of PressTech, a provider of Information Technology and Services, is joining MBSG, Inc. in Westlake Village, California.

As a Technology Consultant with MBSG, Arthur will plan, implement, and support business computer systems and networks. His expertise and credentials include workstations and servers, VM Ware and device connectivity. Arthur's Press Tech clients will now be served by MBSG.

"With over a decade of practical technology experience and a MBA from California Lutheran University, Arthur is a great addition to our team and shares our mission of providing professional, client-centric business management systems and consulting services," said Kevin Bowe, CEO of MBSG. "We're committed to providing Arthur's clients with the timely, responsive, and professional service they came to expect with Press Tech.

Prior to his consulting work at Press Tech, Arthur Press was Project / Technology Manager at CalNet Technology Group and Director of Information Technology at Calvary Community Church. In his spare time, Arthur is a Ventura County Sheriff – Volunteer Deputy. In addition to the MBA, Arthur also received his Bachelor of Arts degree from California Lutheran University. His technical credentials include MCP, MCPS & MCNPS, VSP, and CCSP.

MBSG (www.mbsg.net) provides business management systems and consulting for distribution, manufacturing, and service companies in the Los Angeles area. MBSG helps clients deploy and integrate systems for accounting, inventory control, ERP, distribution, manufacturing, ecommerce, CRM, warehouse management, business intelligence and financial reporting. Beyond software and hardware expertise, MBSG provides business management consulting to simplify workflow and streamline operations. MBSG has certified consultants for business management software such as MAS90, MAS200, QuickBooks, QuickBooks Enterprise, Fishbowl Inventory, Peachtree, Simply Accounting and others.