

Compass Sales Solutions Boasts 6 Full-Time In-House Developers!

Boise, Idaho – September 2014 – Compass Sales Solutions, the industry leader in sales opportunity software, is proud to announce that, with the addition of Jason Trautwein and Cody Young to the Development team, they now have 6 full-time developers enhancing and building their core suite of products.

The Compass Development Team continuously works to streamline, enhance and create new products and features for our Sherpa and ezMPS products. There are so many updates, new capabilities and modules that they build that Compass releases updates to its customer base every single quarter with a list of enhancements.

“We regularly get ideas from our customers about new ideas and features they’d love to see in Sherpa, SherpaGo and ezMPS,” comments Casey Taylor, Development Manager of Compass Sales Solutions. “We love hearing how excited customers get about the new features as they receive them and love that they are invested enough to always send in new ideas.”

Troy Casper, President of Compass Sales Solutions, states, “We have always kept our development in-house and are so proud to have 6 full time developers contributing their individual skills to our different products. They push relentlessly to always find solutions and new ways do things as well as stay ahead of the market. Our developers all work very hard to make sure our customers have the greatest sales ERP product anywhere in the industry.”

About Compass Sales Solutions:

Since 2001, Compass Sales Solutions has been the leading sales force automation provider for the office technology industry. Compass Sherpa provides a comprehensive suite that automates all disparate sales processes and allows your sales professionals to utilize one tool to completely manage the sales process including prospect/client identification, Outlook integration, product configuration, proposal generation, MPS analysis and mapping, ERP integration, and mobile access via smart phone’s and tablets. Compass Sherpa will be the tool your team will **want** to use, not **have** to use.

