

# ZACHARY HARRISON BURNS

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WWW.ZACKBURNS.COM

SENIOR SOFTWARE DEVELOPER • INFORMATION SYSTEMS MANAGER

*Solid Development Fundamentals on Microsoft, Apple and Unix Platforms • Dedicated Enterprise Level Development Projects • Managed Small, Flexible Development and Support Teams*

IT Infrastructure Planning and Installation  
Payroll, Accounting, Operations Development  
Database Design, Development and Management  
Web Programming and Development

Multi-Site Operations  
Constantly Learning (Self-Taught)  
Employee Training, Development & Leadership

## PROFESSIONAL EXPERIENCE

**Auto Systems Centers, Inc. – dba Midas Auto Service** 1998–Present

**Information Systems Manager**, Toledo, OH 1999-Present  
**Senior Developer**, Toledo, OH 1999-Present  
**Junior Developer**, Toledo, OH 1998–1999

Promoted rapidly due to leadership and project performance. Department was trimmed from 11 employees to 3. Support of over 650+ employees, corporate infrastructure and over 350 devices in 110+ remote locations. Notable achievements:

- Automated Systems in Every Department (AP, AR, Payroll, Operations, I.T. Systems, Field Operations)
- Streamlined Point of Sale technology and field operations
- Reduced annual purchasing, operating and staffing costs.

**Bowling Green State University** 1995–1998

**Information Systems Support Specialist**, Sponsored Programs/Research, Bowling Green, OH 1995-1998  
**Information Systems Support Specialist**, Biological Sciences Department, Bowling Green, OH 1997-1998

- Supported over 1500 University Faculty and Staff Performing Federal Research and Grant applications via WWW and Gopher presence.
- Supported office staff Apple Macintosh, Microsoft Windows 3.11/95 systems.
- Developed and supported various Filemaker and FoxPro database systems.
- Assisted in infrastructure design groups with the Campus Information Technology Administration.

## EDUCATION

**Masters of Science**, 1997 • Bowling Green State University, Bowling Green, OH

- Specialization in Distributed Networks and Parallel Computing
- Master's Thesis – Artificial Intelligence and Chess. Developed Human vs AI Chess Game.

**Bachelors of Science**, 1995 • Bowling Green State University, Bowling Green, OH

## TECHNOLOGY SKILLS

Proficient in Microsoft .NET Technologies (C#, SQL Server)

Daily Development using Visual Studio (2001-Present)

Extensive use of Linux and Open Source technologies (Mono, MySQL)