

Larry Gritz

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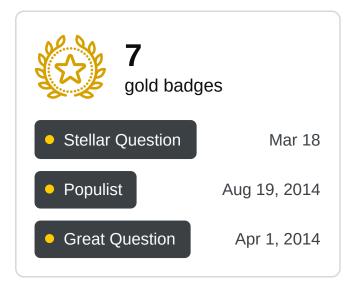
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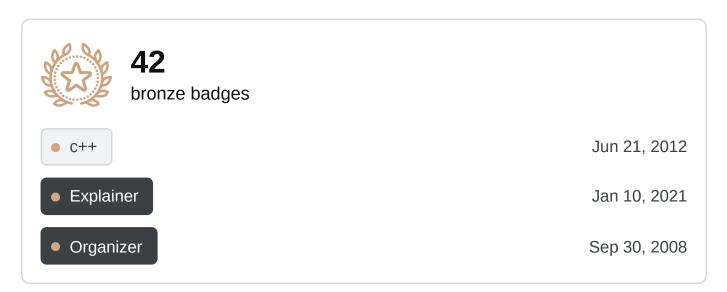
Software Engineering Architect, Sony Pictures Imageworks.

Professional software engineer and researcher for 25 years, specializing in computer graphics for animation and visual effects. I mainly develop in C++ on Unix variants (Linux and OS X), but occasionally use Windows, Python, Perl, shell scripts, as well as programmable extension languages for a variety of packages.

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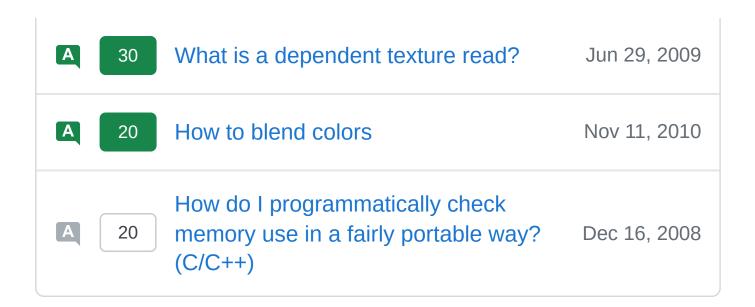
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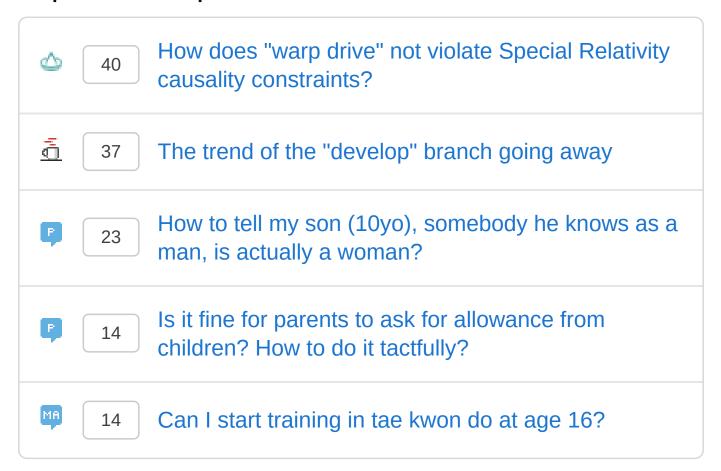
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