Naughty dog

היסטוריה של החברה:

תחילת הדרך של המקימים

Jason Rubin and Andy Gavin the founders of Naughty Dog met as children during Hebrew weekend school and they showed a shared interest in gaming and computers.

Jason and Andy having experimented with Lisp and C++ they decided in 1984 to team up with shared friend Mike Goyet to found “JAM”, “JAM” is a gaming software company and “JAM” stood for “Jason, Andy, and Mike” few months after the creation of the company “Mike Goyet” left the company and his shares were bought by “Jason” and “Andy”.

They renamed the company to “Naughty Dog” in 1989.

פריצות הדרך הראשונות

In 1984, “JAM”/”Naughty Dog” was already releasing their first games, but they weren’t successful until 1995.

In 1995, they teamed up with “Sony” and released Crash Bandicoot which was their first hit and started the Crash Bandicoot series, after that “Naughty Dog” had more hits like the series “Jak and Daxter” and “Uncharted” their biggest hit “The Last Of Us” was released in 2013 and is considered the best “Sony” game in history.

המצב היום והמשחקים הנוכחים