

= Bruce Straley =

Bruce Straley is an American game director , artist and designer for the video game developer Naughty Dog , known for his work in the video games The Last of Us and Uncharted 4 : A Thief 's End . Straley 's first video game work was as an artist at Western Technologies Inc , where he worked on two titles . Following this , he worked as a designer on titles for different companies , prior to his employment at Crystal Dynamics , where he worked as a designer on Gex : Enter the Gecko and Gex 3 : Deep Cover Gecko .

Straley was employed at Naughty Dog in 1999 . He worked as an artist on Crash Team Racing and the Jak and Daxter series . Following this , he became co @-@ art director on Uncharted : Drake 's Fortune , and was appointed to game director of Uncharted 2 : Among Thieves . He was later chosen to lead development on The Last of Us as game director , a role he continued during the development of Uncharted 4 : A Thief 's End . Straley has received praise for his work . In particular , his work on The Last of Us was highly praised , and the game received several awards and nominations .

= = Career = =

Straley worked in the art and design department on two games at Western Technologies Inc : the Menacer 6 @-@ game cartridge in 1992 , and X @-@ Men in 1993 . Following this , he worked as designer on Pacific Softscape 's Generations Lost in 1994 , and on Zono Incorporated 's Mr. Bones in 1996 . He was later employed at Crystal Dynamics , where he worked alongside Amy Hennig , who later became creative director of the Uncharted series , and Evan Wells , who later became co @-@ president of Naughty Dog , as well as other future Naughty Dog employees . At Crystal Dynamics , Straley worked as designer on Gex : Enter the Gecko (1998) , and provided additional art for Gex 3 : Deep Cover Gecko (1999) . Following the release of Gex 3 in March 1999 , Straley was employed at Naughty Dog .

At Naughty Dog , Straley worked as an artist on Crash Team Racing in 1999 . Although he was employed as a texture artist , the small size of the team resulted in Straley performing various jobs , including design , background modeling and foreground animating , among others . As the size of the studio grew , the tasks became more specific . Straley acted as artist on Jak and Daxter : The Precursor Legacy (2001) , Jak II (2003) and Jak 3 (2004) . Straley is credited with creating the technology that managed the appearance of the Jak and Daxter series , and having the knowledge to understand the technical and artistic features , bridging the communication gap between the two departments . For Uncharted : Drake 's Fortune (2007) , Straley was appointed the role of co @-@ art director , alongside Bob Rafei , which involved advancing the team 's technology from the PlayStation 2 to the PlayStation 3 . He was then given the role of game director for Uncharted 2 : Among Thieves , which was released in 2009 .

Following the development of Uncharted 2 , Naughty Dog split into two teams to work on projects concurrently . With one team working on Uncharted 3 : Drake 's Deception (2011) , co @-@ presidents Evan Wells and Christophe Balestra chose Straley and Neil Druckmann to lead development on a new game ; Straley was selected to lead the project , as game director , based on his experience and his work on previous projects . Though they were originally set to develop a new game in the Jak and Daxter series , the team felt that they " weren 't doing service to the fans of [the] franchise " , and decided to create a new game , titled The Last of Us .

Straley and Druckmann had previously worked together on Uncharted 2 , and found that they shared similar interests . During the development of The Last of Us , Straley and Druckmann often joked that their relationship was " like a marriage " , in which they have many differing ideas , but ultimately wish to achieve the same goal . Straley 's role in developing The Last of Us was to handle gameplay . However , in the final weeks of development , Straley undertook roles from different departments that were busy with other tasks ; for example , he was seen hand @-@ arranging the texts on the game 's training screens , a task that lead artist Nate Wells found unusual . " I have never even heard of a game director doing that ! That 's like ... an intern task , " Wells said . At the

Electronic Entertainment Expo 2012 , Straley showcased a gameplay demonstration of The Last of Us at Sony 's press conference ; his stance on the stage became an Internet meme , and was referred to as " The Bruce " . The game was released on June 14 , 2013 to critical acclaim . For his work on the game , Straley and Druckmann were nominated for Best Director from The Daily Telegraph ; it was ultimately awarded to Davey Wreden for his work on The Stanley Parable (2013) . Straley later continued his role as game director for the downloadable expansion pack The Last of Us : Left Behind (2014) .

Following Hennig 's departure from Naughty Dog in March 2014 , it was announced that Straley and Druckmann were working on Uncharted 4 : A Thief 's End (2016) as game director and creative director , respectively . Initial reports claimed that Hennig was " forced out " of Naughty Dog by Straley and Druckmann , though co @-@ presidents Evan Wells and Christophe Balestra later denied this . Straley presented gameplay demonstrations of Uncharted 4 at the PlayStation Experience in December 2014 , and at the Electronic Entertainment Expo in June 2015 .

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= = = Video games = = =

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