

# super betano

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&lt;p&gt;s.&lt;/p&gt;

&lt;p&gt;&lt;/p&gt;&lt;p&gt;Sarah Schachner is an American composer and musician

who has worked on the scores of films, television series and video &#127774; g

ames.&lt;/p&gt;

&lt;p&gt;She was nominated for the Grammy Award for Best Score Soundtrack for Vi

deo Games and Other Interactive Media for her &#127774; work on Call of Duty: M

odern Warfare II.&lt;/p&gt;

&lt;p&gt;Biography [ edit ]&lt;/p&gt;

&lt;p&gt;Schachner grew up in the suburbs of Philadelphia.[2] When she &#127774;

was five, she first started playing piano and then started playing the violin.

[3] She kept learning other instruments, such as &#127774; viola and cello, and

played with both family and in an orchestra, as well as a jazz band.[3]&lt;/p&g

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&lt;p&gt;Schachner went to &#127774; the Berklee College of Music and then move

d to Los Angeles.[3] She began to work with composer Brian Tyler, who &#127774;

worked in film and then started writing video game music.[3] Tyler first brough

t Schachner in to work on Call of &#127774; Duty: Modern Warfare 3.[3] Schachne

r said, &quot;I started doing music on the games for him and I realized how much

&#127774; I loved working on games.&quot;[3] Since then Schachner has worked o

n more Call of Duty games such as Infinite Warfare &#127774; and also worked wi

th Ubisoft on the Far Cry and Assassin&#39;s Creed series.[4][5][6] Schachner be

gan to incorporate synthesizers with her &#127774; work on string instruments.[

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