

# O O bet365

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&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 &#128185; 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 &#128185; 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 &#128185; was five, she first started playing piano and then started playing the violin. [3] She kept learning other instruments, such as &#128185; viola and cello, and played with both family and in an orchestra, as well as a jazz band.[3]&lt;/p&gt;  
&lt;p&gt;Schachner went to &#128185; the Berklee College of Music and then move d to Los Angeles.[3] She began to work with composer Brian Tyler, who &#128185; worked in film and then started writing video game music.[3] Tyler first brough t Schachner in to work on Call of &#128185; Duty: Modern Warfare 3.[3] Schachne r said, &quot;I started doing music on the games for him and I realized how much &#128185; I loved working on games.&quot;[3] Since then Schachner has worked o n more Call of Duty games such as Infinite Warfare &#128185; 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 &#128185; work on string instruments.[ 7]&lt;/p&gt;

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