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<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 🧬 g ames.</p&gt;

<p&gt;She was nominated for the Grammy Award for Best Score Soundtrack for Vi deo Games and Other Interactive Media for her 🧬 work on Call of Duty: M odern Warfare II.</p&gt;

<p&gt;Biography [edit ]&lt;/p&gt; <p&gt;Schachner grew up in the suburbs of Philadelphia.[2] When she &#129516; was five, she first started playing piano and then started playing the violin.

[3] She kept learning other instruments, such as 🧬 viola and cello, and played with both family and in an orchestra, as well as a jazz band.[3]</p&q

<p&gt;Schachner went to &#129516; the Berklee College of Music and then move d to Los Angeles.[3] She began to work with composer Brian Tyler, who 🧬 worked in film and then started writing video game music.[3] Tyler first brough t Schachner in to work on Call of 🧬 Duty: Modern Warfare 3.[3] Schachne r said, " I started doing music on the games for him and I realized how much 🧬 I loved working on games."[3] Since then Schachner has worked o n more Call of Duty games such as Infinite Warfare 🧬 and also worked wi th Ubisoft on the Far Cry and Assassin's Creed series.[4][5][6] Schachner be gan to incorporate synthesizers with her 🧬 work on string instruments.[ 7]</p&qt;

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