

# O O bet365

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&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 &#128179; games.&lt;/p&gt;  
&lt;p&gt; She was nominated for the Grammy Award for Best Score Soundtrack for Video Games and Other Interactive Media for her &#128179; work on Call of Duty: Modern 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 &#128179; was five, she first started playing piano and then started playing the violin. [3] She kept learning other instruments, such as &#128179; 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 &#128179; the Berklee College of Music and then moved to Los Angeles.[3] She began to work with composer Brian Tyler, who &#128179; worked in film and then started writing video game music.[3] Tyler first brought Schachner in to work on Call of &#128179; Duty: Modern Warfare 3.[3] Schachner said, &quot;I started doing music on the games for him and I realized how much &#128179; I loved working on games.&quot;[3] Since then Schachner has worked on more Call of Duty games such as Infinite Warfare &#128179; and also worked with Ubisoft on the Far Cry and Assassin&#39;s Creed series.[4][5][6] Schachner began to incorporate synthesizers with her &#128179; work on string instruments.[7]&lt;/p&gt;  
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