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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 3 , £ games.&

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 3 , £ 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 3 , £ was

five, she first started playing piano and then started playing the violin.[3] Sh

e kept learning other instruments, such as 3 , £ 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 3 , £ the Berklee College of Music and then moved to L

os Angeles.[3] She began to work with composer Brian Tyler, who 3 , £ worked in f

ilm and then started writing video game music.[3] Tyler first brought Schachner

in to work on Call of 3 , £ Duty: Modern Warfare 3.[3] Schachner said, &quot;I st

arted doing music on the games for him and I realized how much 3 , £ I loved work

ing on games.&quot;[3] Since then Schachner has worked on more Call of Duty game

s such as Infinite Warfare 3 , £ and also worked with Ubisoft on the Far Cry and

Assassin&#39;s Creed series.[4][5][6] Schachner began to incorporate synthesizer

s with her 3 , £ work on string instruments.[7]&lt;/p&gt;

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