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<p>DIREurb Blentese</p>
<p></p><p>Sarah Schachner is an American composer and musician who has worked on the scores of films, television series and video 2 , £ games.</p>
<p>She was nominated for the Grammy Award for Best Score Soundtrack for Vi deo Games and Other Interactive Media for her 2 , £ work on Call of Duty: Modern Warfare II.</p>
<p>Biography [edit]</p>
<p>Schachner grew up in the suburbs of Philadelphia.[2] When she 2 , £ was five, she first started playing piano and then started playing the violin.[3] Sh e kept learning other instruments, such as 2 , £ viola and cello, and played with both family and in an orchestra, as well as a jazz band.[3]</p>
<p>Schachner went to 2 , £ the Berklee College of Music and then moved to L os Angeles.[3] She began to work with composer Brian Tyler, who 2 , £ worked in f ilm and then started writing video game music.[3] Tyler first brought Schachner in to work on Call of 2 , £ Duty: Modern Warfare 3.[3] Schachner said, "I st arted doing music on the games for him and I realized how much 2 , £ I loved work ing on games."[3] Since then Schachner has worked on more Call of Duty game s such as Infinite Warfare 2 , £ and also worked with Ubisoft on the Far Cry and Assassin's Creed series.[4][5][6] Schachner began to incorporate synthesizer