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eber de 🌟 Las Vegas é</p>
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<p></p><p>Sarah Schachner is an American composer and musician

 who has worked on the scores of films, television series and video □□£□,□ games.&l

t;/p>
<p>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: Modern W

arfare II.</p>
<p>Biography [edit]</p>
<p>Schachner grew up in the suburbs of Philadelphia.[2] When she □□£□,□ was f

ive, 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 b

oth family and in an orchestra, as well as a jazz band.[3]</p>
<p>Schachner went to □□£□,□ the Berklee College of Music and then moved to Lo

s Angeles.[3] She began to work with composer Brian Tyler, who □□£□,□ worked in fil

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

 to work on Call of □□£□,□ Duty: Modern Warfare 3.[3] Schachner said, "I start

ed doing music on the games for him and I realized how much □□£□,□ I loved working

on games."[3] Since then Schachner has worked on more Call of Duty games su

ch as Infinite Warfare □□£□,□ and also worked with Ubisoft on the Far Cry and Assas

sin's Creed series.[4][5][6] Schachner began to incorporate synthesizers wit

h her □□£□,□ work on string instruments.[7]</p>