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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, &quot;I start  
ed doing music on the games for him and I realized how much / , I loved working  
on games.&quot;[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&#39;s Creed series.[4][5][6] Schachner began to incorporate synthesizers wit