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os 2024 "Lift Me Up" (como compositor) Emmy Award2024 #39;Es
seence", ("Wizkid feat.</p>)</p> Tj T* BT /F1 12 Tf 50 668 Td (</p> 21 23 F

edia pt-Temm : 1wiki:</p></p>a temsa #128182; Wikip#233;dia #233; A enciclop#233;dia livre ;

PNG:</p>

</p>wiki:</p>

</p></p>Sarah Schachner is an American composer and musician

who has worked on the scores of films, television series and video #128181; g

ames.</p>

</p>She was nominated for the Grammy Award for Best Score Soundtrack for Vi

deo Games and Other Interactive Media for her #128181; work on Call of Duty: M

odern Warfare II.</p>

</p>Biography [edit]</p>

</p>Schachner grew up in the suburbs of Philadelphia.[2] When she #128181;

was five, she first started playing piano and then started playing the violin.

[3] She kept learning other instruments, such as #128181; viola and cello, and

played with both family and in an orchestra, as well as a jazz band.[3]</p>

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</p>Schachner went to #128181; the Berklee College of Music and then move

d to Los Angeles.[3] She began to work with composer Brian Tyler, who #128181;

worked in film and then started writing video game music.[3] Tyler first brough

t Schachner in to work on Call of #128181; Duty: Modern Warfare 3.[3] Schachne

r said, "I started doing music on the games for him and I realized how much

#128181; I loved working on games."</p>[3] Since then Schachner has worked o

n more Call of Duty games such as Infinite Warfare #128181; and also worked wi

th Ubisoft on the Far Cry and Assassin#39;s Creed series.[4][5][6] Schachner be

gan to incorporate synthesizers with her #128181; work on string instruments.[

7]</p>

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