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<p&gt;n&#250;mero, voc&#234; pode , verificar por&lt;/p&gt;
<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 💸 g
ames.</p&gt;
<p&gt;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: M
odern Warfare II.</p&gt;
<p&gt;Biography [ edit ]&lt;/p&gt;
<p&gt;Schachner grew up in the suburbs of Philadelphia.[2] When she &#128184;
 was five, 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 both family and in an orchestra, as well as a jazz band.[3]</p&g
<p&gt;Schachner went to &#128184; the Berklee College of Music and then move
d to Los Angeles.[3] She began to work with composer Brian Tyler, who 💸
worked in film and then started writing video game music.[3] Tyler first brough
t Schachner in to work on Call of 💸 Duty: Modern Warfare 3.[3] Schachne
r said, " I started doing music on the games for him and I realized how much
💸 I loved working on games.&guot;[3] Since then Schachner has worked o
n more Call of Duty games such as Infinite Warfare 💸 and also worked wi
th Ubisoft on the Far Cry and Assassin's Creed series.[4][5][6] Schachner be
gan to incorporate synthesizers with her 💸 work on string instruments.[
7]</p&gt;
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