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<p>y: Black Ops III on Steam store.steampowered : app : Call_of_Duty_Black_Ops_III

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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.</p>

<p>She was nominated for the Grammy Award for Best Score Soundtrack for Video Games and Other Interactive Media for her 💋 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 💋 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>

<p>Schachner went to 💋 the Berklee College of Music and then moved 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 brought Schachner in to work on Call of 💋 Duty: Modern Warfare 3.[3] Schachner said, "I started 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 such as Infinite Warfare 💋 and also worked with Ubisoft on the Far Cry and Assassin's Creed series.[4][5][6] Schachner began to incorporate synthesizers with her 💋 work on string instruments.[7]</p>

<p></p><p>istão, a Guerra do Iraque, da Primavera Áriabe e da Guerra Civil Síria. Call of Duty:</p>

<p>ern Warfare (jogo eletrônico 2024) 💵 Wikipédia pt.wikipedia : wiki.</p>