

US Vice President Condemns Microsoft's Layoffs Amid H-1B Visa Push

July 24, 2025

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In a bold statement, Vice President J.D. Vance has publicly criticized Microsoft for slashing 9,000 American jobs while continuing to pursue H-1B visas for foreign workers. The tech giant's latest round of layoffs, announced in early July 2025, has sparked heated debate about corporate priorities and the treatment of American workers in an era of rapid technological advancement.

“We want the brightest minds to make America their home,” Vance said in a widely shared video posted on X, “But we don’t want companies to fire 9,000 American workers and then claim they can’t find talent here in the U.S.” His remarks highlight growing frustration with tech companies that rely on foreign labor while reducing domestic workforces.

Microsoft’s workforce reductions, affecting roughly 4% of its 228,000 global employees as of June 2024, come as the company doubles down on its artificial intelligence ambitions. The tech giant has pledged approximately \$80 billion to build expansive data centers to support AI development and training, a move that has drawn scrutiny for prioritizing automation over human capital. While Microsoft has not disclosed which divisions will bear the brunt of the cuts, sources cited by *The Verge* and *IGN* suggest the Xbox gaming division could be significantly impacted.

The layoffs follow a pattern of workforce reductions throughout 2025. In May, Microsoft eliminated approximately 6,000 positions, a bout 3% of its global headcount, marking its largest cut in over two years. An additional 300 employees were let go in June at the company’s Redmond, Washington, headquarters, according to filings with state employment agencies. Earlier in the year, nearly 2,000 workers in the Puget Sound region were also laid off, underscoring the scale of Microsoft’s restructuring efforts.

Adding fuel to the controversy, internal communications reported by *The Verge* and *IGN* revealed that Microsoft has abandoned high-profile gaming projects, including the revival of the first-person shooter franchise *Perfect Dark* and another title, *Everwild*. These cancellations have raised concerns about the company’s direction in the gaming industry, a sector already reeling from economic pressures and shifting consumer demands.

Critics argue that Microsoft’s pursuit of H-1B visas, which allow companies to hire skilled foreign workers, undermines opportunities for American employees, particularly in light of the recent layoffs. The H-1B program has long been a lightning rod for debate, with proponents claiming it addresses critical skill shortages and opponents asserting it displaces domestic workers. Vance’s comments tap into this broader tension, positioning the administration as a defender of American labor against corporate cost-cutting.

Microsoft has yet to respond directly to the Vice President’s criticism, but the company’s actions reflect a broader trend in the tech industry, where investments in AI and automation often come at the expense of human jobs. As the debate over H-1B visas and domestic

employment intensifies, Microsoft's decisions will likely remain under a microscope, with implications for both policy and public perception.