

SAMEER VALIAH PUSUNURU

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SUMMARY

Accomplished Principal Software Engineer with 8+ years of experience designing and developing scalable distributed systems and high-volume APIs. Expertise in ground-up architecture, microservices, cloud platforms (Azure AKS, Cosmos DB), Kubernetes orchestration, and OpenTelemetry. Proven track record leading cross-functional teams to deliver features that reduced costs by 25%, boosted subscribers by 14%, and supported millions of users while maintaining HIPAA compliance in regulated environments.

SKILLS

Programming	Java, C#, Python, JavaScript, TypeScript, SQL, HTML, CSS, PHP
Frameworks & Libraries	.NET, Spring Boot, RESTful APIs
Cloud & DevOps	Azure (AKS, Cosmos DB, ARM Templates), Amazon Web Services (EC2, Sagemaker, Lambda, S3), CI/CD (Azure DevOps, GitHub Actions), OCI
Platform Technologies	Kubernetes, Docker, Terraform, Git
Databases	Cosmos DB, SQL Server, PostgreSQL, Teradata, MongoDB
Tooling & Testing	OpenTelemetry, JUnit, xUnit, JaCoCo, Postman, Fiddler, PowerShell, Bash

EXPERIENCE

Principal Software Engineer – Oracle | Seattle, WA

Jan 2026 - Current

- Enhance API functionality for the Clinical AI Assistant through active development contributions, helping sustain high-volume usage that serves 8,000+ healthcare providers and generates thousands of clinical notes daily.
- Contributed to Clinical AI Assistant enhancements that improved clinical note generation throughput while ensuring full HIPAA and privacy compliance.
- Play a key role in the ongoing legacy API migration initiative by scoping tasks, authoring and executing tickets, and providing guidance to peers on implementing best practices to drive smooth progress.

Software Engineer – Microsoft | Redmond, WA

Mar 2021 – Jan 2026

- Worked on the Microsoft Licensing service, serving hundreds of millions of active consumer and commercial users.
- Designed and implemented Licensing Notifications system to unify commercial licensing event delivery.
- Enabled cross-platform Xbox licensing on Windows, supporting new Microsoft Gaming scenarios.
- Built a First-Party Collections Microservice to empower internal partners with real-time license retrieval.
- Reduced Windows licensing service costs by 25% through architectural simplification and component elimination.
- Launched licensing flows for Very Small Business use cases, boosting Teams Premium subscribers by 14%.
- Designed and delivered Game Pass family sharing support, expanding Xbox licensing capabilities.
- Engineered journal-driven licensing workers to power third-party license generation across the ecosystem.
- Led development of a cross-org telemetry library based on OpenTelemetry, adopted across Commerce & Experiences.
- Served as loaner engineer within Commercial Licensing, modernizing architecture, implementing Fine

Grained Rate Limiting (throttling), and containerizing services via Kubernetes.

- Migrated legacy authentication flows to OAuth, enabling secure modern access patterns.
- Built internal tooling for debugging, token generation, and claims introspection, enhancing engineering velocity.
- Led and Improved telemetry and monitoring for the team successfully reduced the alert noise by 90% and enabling On-Call engineers to effectively debug live site issues with proper tooling, signals and troubleshooting guides.
- Provided technical leadership to the Romania-based engineering team, accelerating onboarding & operational standards.
- Mentored junior engineers, accelerating onboarding and fostering a high-performance dev culture.
- Integrated MSCommerce PowerShell module with modern Licensing APIs to streamline administrative workflows.
- Automated regional service deployments using Azure ARM templates, cutting scale-out time from weeks to minutes.
- Migrated high-traffic .NET service (26K RPS) to Azure, realizing \$98K/month in cost savings with zero downtime.
- Led testing, operational support, and infrastructure maintenance to ensure service reliability and performance.

Software Engineer, GRA – University of Texas | Arlington, Texas

Mar 2019 - Dec 2020

- Served as Web Developer (GRA) at University of Texas at Arlington, responsible for website design and feature enhancements to improve user experience and maintain up-to-date content.
- Developed REST APIs and added new web pages to the UI based on requirements

Software Engineer – IBM India | Pune, MH

Nov 2017 - Dec 2018

- Designed and developed the Product Information Management System (PIMS) for Panasonic's Product Information team to streamline internal product data workflows.
- Engineered search optimization algorithms that improved query efficiency and contributed 15% of the application's reusable codebase.
- Built secure, scalable RESTful backend services tailored for internal employee access and operations.
- Employed Java 7 and Maven for robust application development, leveraging Eclipse for IDE management and integrating unit testing frameworks including JUnit, JaCoCo, and Pit Mutation.
- Created comprehensive technical documentation and progress reports to support team and accelerate project delivery.
- Partnered with a senior mentor to adopt and apply industry best practices throughout the software development lifecycle.

EDUCATION

Master of Science in Computer Science

Jan 2019 – Dec 2020

GPA - 3.7/4.0

- *The University of Texas at Arlington, TX – USA*

Bachelor of Technology in Information Technology

Oct 2013 – May 2017

GPA – 3.8/4.0

- *Jawaharlal Nehru Technological University, TG - India*