LOLPAX Data Retention & Privacy Policy

Last Updated: 12/19/25

Overview

LOLPAX is a local, client-first technology service.
As a matter of policy and principle, **we do not retain client data** beyond what is strictly necessary to complete a job and maintain basic business records.

We do not monetize data.
We do not build client profiles.
We do not retain information "just in case."

If data does not need to exist, it does not.

What Information Is Collected

LOLPAX collects **only the minimum information required** to provide service and track completed work.

This consists of:

- Client name (for invoicing and job tracking purposes)

No other personal information is retained.

What Is *Not* Collected or Retained

LOLPAX does **not** retain:

- Files, photos, documents, or media from client devices
- Passwords, credentials, or authentication data
- Account access tokens or recovery information
- Device images or backups

- Browsing history or usage data
- Cloud copies of client data
- Metadata derived from client files

If access to data is required temporarily to perform a service, it is **not retained** after the service is completed.

Temporary Access During Service

Some services (e.g., data recovery, system troubleshooting, configuration) may require **temporary access** to client data while work is actively being performed.

During this time:

- Data is accessed only as necessary to complete the task
- No copies are made unless explicitly requested by the client
- Data is not transferred to third-party services unless authorized

Once service is complete, **all temporary access ends** and no client data is retained.

Data Storage & Retention

LOLPAX does not maintain client data archives.

The only retained record is:

- A client name listed in a basic job tracking spreadsheet

No additional identifiers, notes about content, or device data are stored.

Third Parties

LOLPAX does not share client data with third parties.

No analytics platforms, advertising services, or external data processors are used in handling client information.

Security Philosophy

LOLPAX operates under a **data minimization philosophy**:

> The safest data is data that does not exist.

By not retaining client data, LOLPAX reduces:

- Breach risk
- Accidental disclosure
- Long-term liability

Client privacy is protected by **absence**, not promises.

Client Responsibility

Clients are responsible for maintaining their own backups unless a backup service is explicitly requested.

LOLPAX strongly encourages clients to keep independent backups of important data before any service is performed.

Questions

If a client has questions about data handling or privacy practices, they are encouraged to ask before service begins.

Transparency is preferred over assumption.

Summary (Plain Language)

- We don't keep your data
- We don't store your files
- We don't save passwords
- We don't build profiles
- We only keep your name so we know who we worked with