Pseudo gaze vector retrieval:

When the headset is imported into Unity, have a calibration button on one of the touch controllers. It will create a fixed dot in front of the headset, the user will stare at it while the eye tracking data is being collected. It will then move around up, down, left, right etc. (like the FOV). Given the position of the dot, and the depth we can calculate what a theoretical gaze vector should look like in each position. When the user uses the “calibration” we can then compare what they are looking at to the theoretical values, then using vector math find the difference which is the correction vector.

I think this will be able to work well, because we can make the dot a child of the headset inside unity and fix to the plane of the view.