I've tested this on my Pixel 7 Android device. This repository is the complete export from Unity but my understanding is you only need the "unityLibrary" folder for integration into React Native.

I used these articles as reference:
- https://jpdev8.medium.com/how-to-create-a-unity-library-for-react-native-android-2f6230d6cdcd
- Unity Integration in React Native - Pronteff

Here are further resources I found while researching that may be helpful:
- Unity as a Library. For native mobile apps written in Objective C & Java | AR for Android & iOS | Unity
- Unity - Manual: Using Unity as a Library in other applications (unity3d.com)
- Adding features to native apps with Unity as a Library | Unite Now 2020 - YouTube
- Unity-Technologies/uaal-example (github.com)
- Unity-Technologies/uaal-ar-example (github.com)

These are the configuration settings I used that could have some impact on your application.

Under Graphics API OpenGLES2 is being deprecated. It's possible we want Vulcan enabled but I didn't enable it in this version.
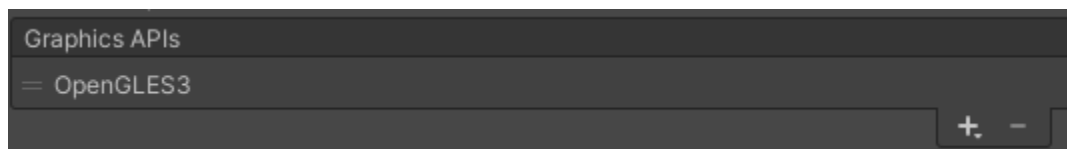
.NET Framework is the other option under Api Compatibility Level. I used .NET Standard 2.1. I also left on ARMv7 under Target Architectures.